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NOBBY THE AARDVARK
All hot air?

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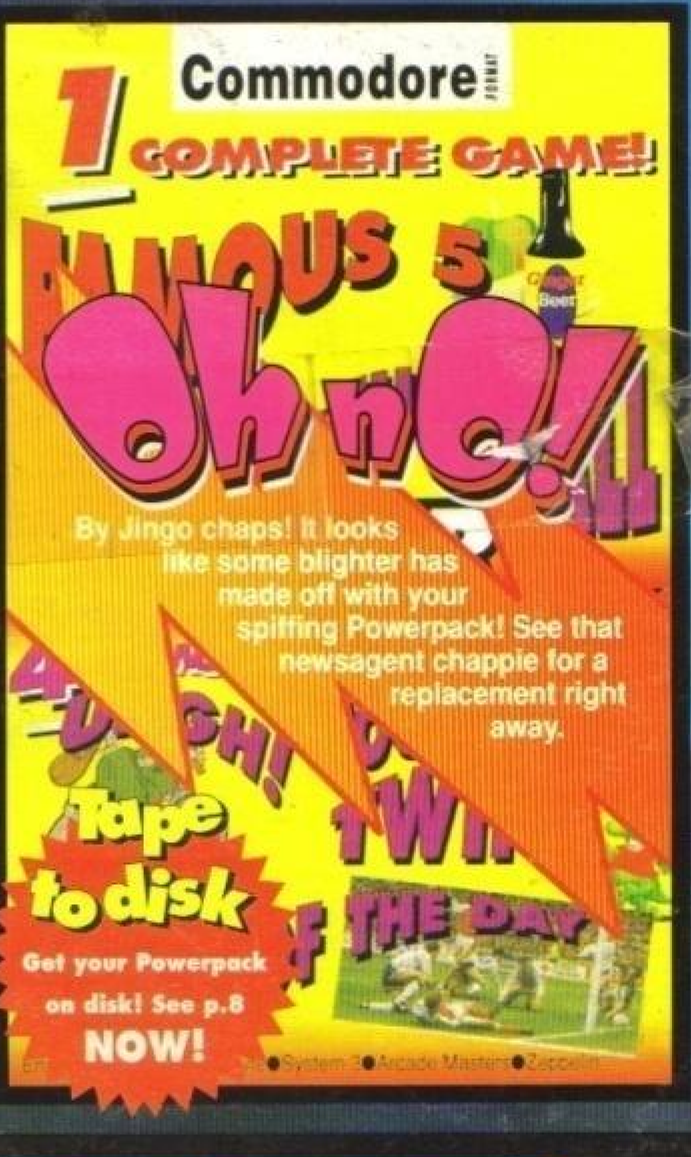
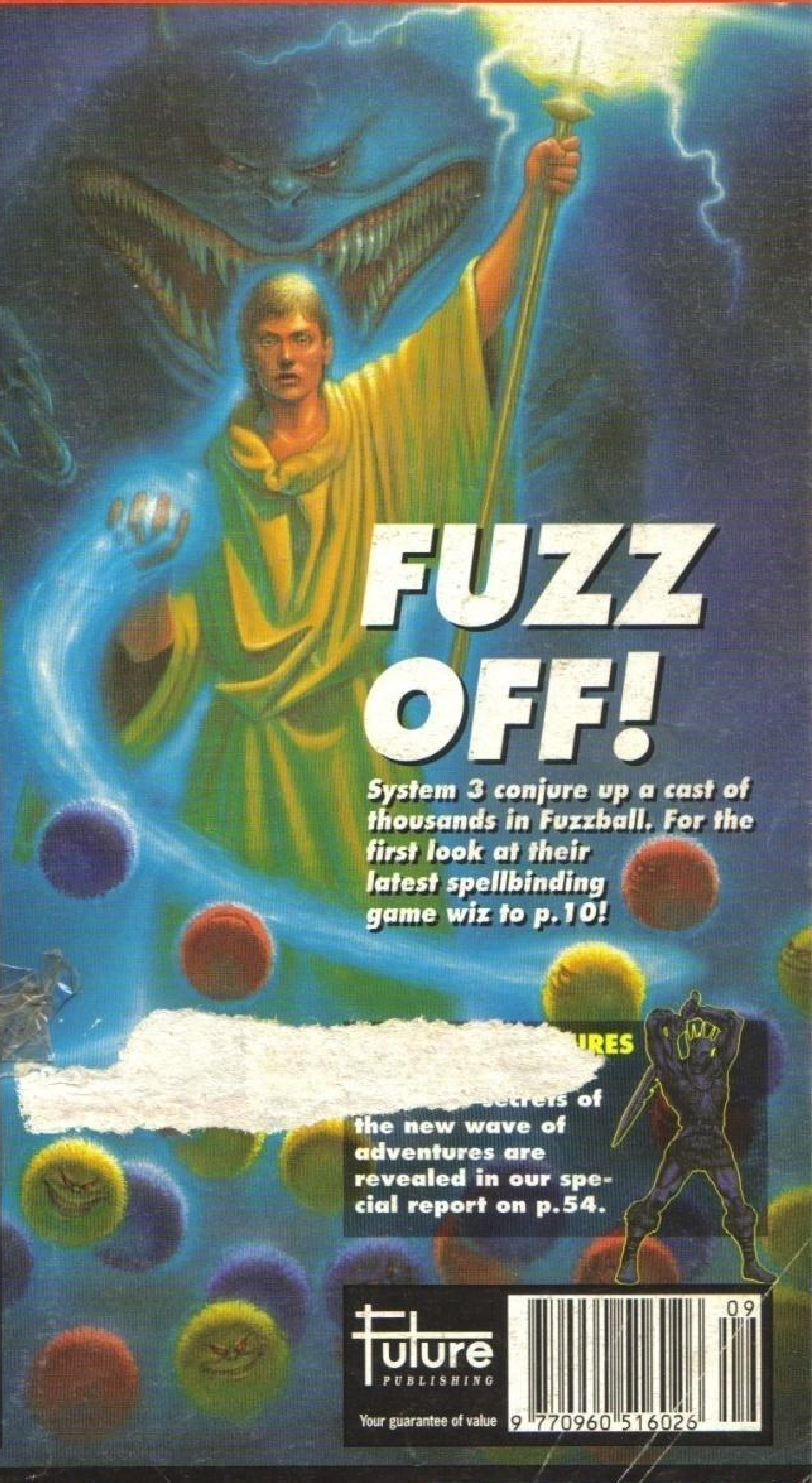


Oh nO!!

By Jingo chaps! It looks like some blighter has made off with your spiffing Powerpack! See that newsagent chappie for a replacement right away.

Tape to disk
Get your Powerpack on disk! See p.8 NOW!



FUZZ OFF!

System 3 conjure up a cast of thousands in Fuzzball. For the first look at their latest spellbinding game wiz to p.10!

[illegible] URES

[illegible] secrets of the new wave of adventures are revealed in our special report on p.54.

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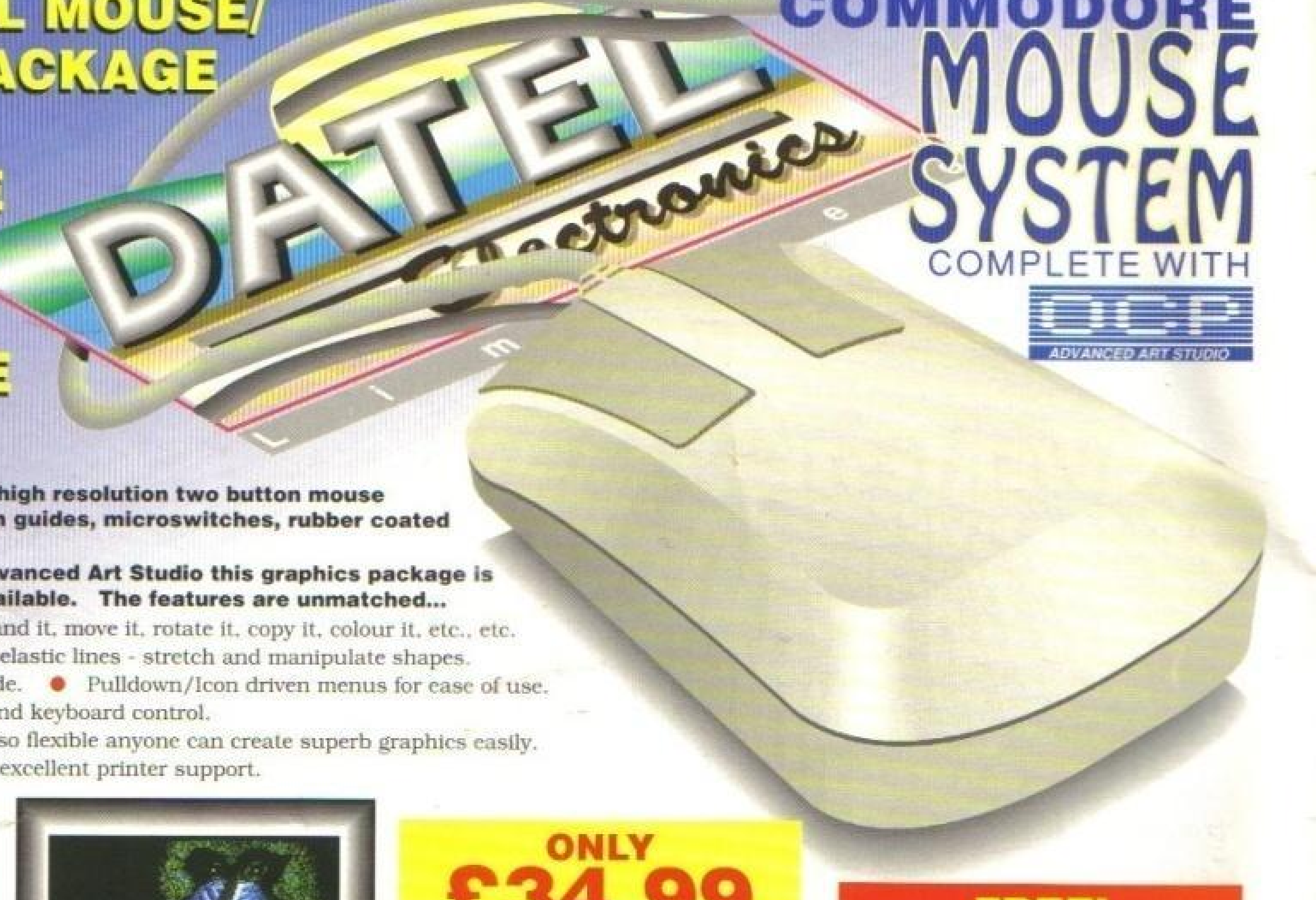

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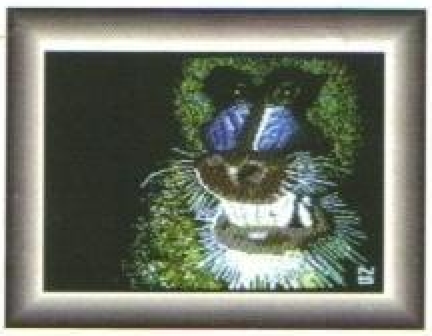

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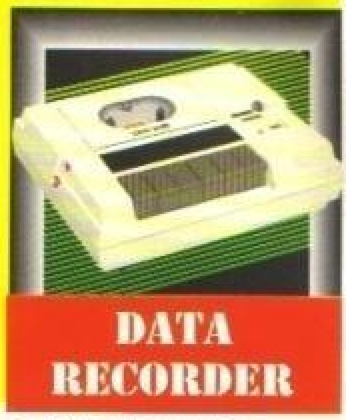

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GAMES

32 MEGA SPORTS
US GOLD

36 UGH!
PLAYBYTE

58 GRAEME SOUNESS SOCCER MANAGER
ZEPPELIN

60 ELVIRA 2
MICROVALUE

62 HÄGAR THE HORRIBLE
KINGSOFT

64 NOBBY THE AARDVARK
THALAMUS

CF SPECIAL

42 DATA, SETTE AND MATHS
Or, how I learned to stop worrying and love my datassette. Techy but not tricky, part two of our in-depth exploration of your trusty tape machine tells you how to make the most of your datassette without even trying (too hard). Stop the counter at p.42.

54 HIDDEN TREASURES
Adventures have had a hard time of it recently, with few publishers brave enough to turn out text-only tales. Is this the end of a classic genre? No chance! With a single bound adventures break free of the mainstream. For the full story, turn South to p.54.

REGULARS

4 CONTENTS
Um, well, you're here, actually!

6 POWERPACK PAGES
Demos galore and then more...

10 EARLY WARNING
Oh no it's the *Fuzz*!

14 THE CHARTS
Who's king of the hill?

16 CF SCANNER
Radar-*active!*

19 GAMEBUSTERS
Cheats always prosper.

31 TAKE CONTROL
Have you seen these men?

39 INSIDE INFO
The hit-man returns.

45 THE MIGHTY BRAIN
The Mighty Brian - or something!

48 ROGER FRAMES
Meet Roger - price dodger!

52 MAIL ORDER
Ooh, that looks nice!

53 SUBSCRIPTIONS
Post haste for folks with taste!

66 NEXT MONTH

Oh no! Another footie season's kic

POWER

FORMAT SHOWS OUT!

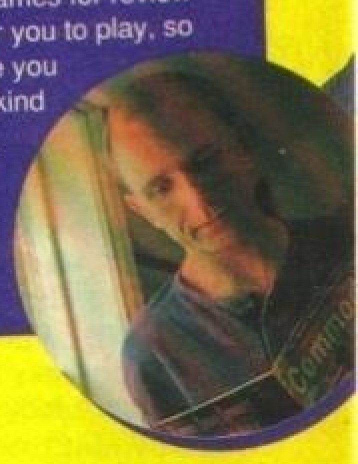
Did you make it to the World of Commodore Show at Earl's Court last November? If you did, you'll know it was a stunningly successful show, bursting at the seams with games, goodies and things to see. Well, we're doing another one, only this time it'll be three times as big and – if it's possible – three times better! The Future Entertainment Show (FES) will be taking over the whole of London's massive Earl's Court exhibition centre from 5-8 November.

This time it won't just be Commodore stuff on show but games and machines representing every facet of computer entertainment – Britain's trendiest hobby! Full details have yet to be announced, but we'll let you know all the latest info as it comes in.

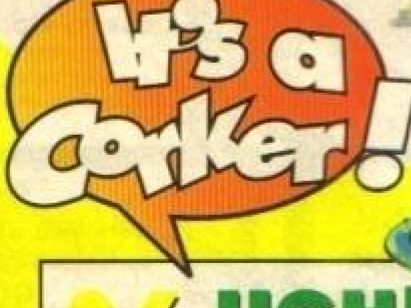
The most exciting aspect of FES should be the finals of the National Computer Games Championship – which you will be able to enter! All the big formats (C64, Amiga, Nintendo, Sega, ST and PC) will hold local heats and the winners will go through to a final that will be broadcast on a Yorkshire TV games show. And it'll be well worth having a go, because the top prize is £10,000!

Even though we'll be working on the show, that won't divert us from our primary purpose – bringing you the very best C64 magazine every month. This issue we've rounded up some major games for review and four superb demos for you to play, so that when you buy a game you already know that it's the kind of game you want to play.

Cheers,



32 MEGA SPORTS
US GOLD


It's a Corker!

All waggle and no wiggle? Whatever that means, *Mega Sports* brings together FIVE Epyx sporting classics! Yes, *The Games Summer Edition*, *The Games Winter Edition*, *Summer Games*, *Summer Games 2* and *Winter Games* all in one box! Is this megamix fit or flabby? 38 sports (some of which are dead silly) compete in the Corker challenge! Does it win gold or go out in the heats? The judges score it on p.32.

36 UGH!
PLAYBYTE

Ugh, ugh ugh! Back in the Stone Age that's about all people had to say for themselves. Luckily for us, they sure knew how to build helicopters (*are you sure – Ed?*). *Ugh!* the caveman cabby takes to the skies in this taxing test of people porting. With good controls and a plot that's as daft as a hatstand on the Titanic it sounds like a classic in the making. Hurry up! The meter's running on p.36.

42 DATA, SETTE & MATHS

Bones gets serious with his trusty tape machine once again. In this second instalment of his cracking datassette series he lets you know how to make your tape work for you and not against you. And as an added bonus we've supplied two smart proggies on the Powerpack so that you can really take control. To find out what they do rewind to beginning of p.042 to load up more essential data.

ted off! Better see what's been...

TESTED!

54 HIDDEN TREASURES

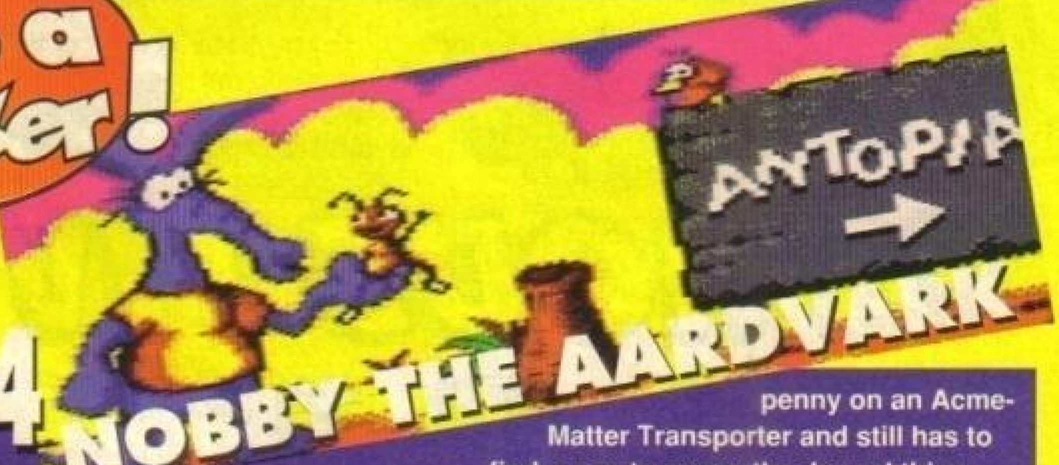
Have text-only adventures had their day? No chance – they've just been resting. Now this massively popular genre is all set to make another assault on the gates of gameplay. A whole new circuit of 'homegrown' adventures and adventure fanzines have suddenly hit the scene. Find out why, and uncover some Hidden Treasures on p.54.

60 ELVIRA 2

MICROVALUE

The first lady of adventures is back, or at least she was. Now Elvira has gone missing and you're the only one who can save her. Search the spooky, kooky, ooky (*wrong game - Ed!*) studios to find the Mistress of the Dark. Crammed with creepy corpses and great gothic graphics, it's a horror movie on your C64. Will it be a Cert 18 or U, an *Exorcist* or *Beach Party Horror*? This evening's performance begins on p.60.

It's a Corker!



64 NOBBY THE AARDVARK

THALAMUS

Typical! 'Batteries not included'! Nobby the Aardvark has spent every last penny on an Acme-Matter Transporter and still has to find a way to power the darned thing. Only then will he be able to reach Antopia, an ant megatropolis, and feast himself stupid. And if you think that's silly, then check out the full review p.64 for some serious strangeness.

62 HÄGAR THE HORRIBLE

KINGSOFT

A norse, a norse, my kingdom for a norse! *Hägar the Horrible*, *Sun* Viking and ex-Skolar, hits the C64. Hägar and Helga show out in a massive platform adventure. Is it as horrible as the name suggests or does this gameplay raid pay big dividends? Climb aboard the review longship and set sail for p.62.

POWER PACK 24

FUZZBALL

DEMO

System 3

A sorcerer's apprentice has made a bit of a boo-boo. Now you're going to have to clean up! Get into bouncy, shooty, toughie, cutey mode for this no-holds barred romp in the land of weird. It's fun but it's one heck of a challenge.

There's a *Fuzzball* demo for you, and on page 10 a preview – gosh it rhymes! (*But it doesn't scan – Ed.*)

FAMOUS FIVE ON A TREASURE ISLAND

FULL GAME

Enigma Variations

"I say chaps, let's go to a treasure island and risk being horribly killed when we uncover some terrible plot to rule the world!"

"No, George that's stupidly suicidal, let's stay at home and play the spiffy full adventure on the Powerpack instead."

MATCH OF THE DAY

DEMO

Zeppelin Premier

In this classic cup tie, Rovers are leading Liverpool ono one! Get into commentator mode when you load up Zeppelin's all-star soccer management simulation. We would have said it was Taylor-made, but we couldn't be that cruel.

COOL CROC TWINS

DEMO

Arcade Masters

Punk and Funk strut their stuff on the Powerpack. Upside-down platforms and reversing controls add mayhem to this chaotic platform brain-blaster. See you later alligator! (*well crocodile actually, but nothing rhymes with that! –Ed!*)

24 tape to disk

Want a spiff' disk version of the *CF*24 powerpack? Then bop to p.9 for a full spec' on our smart tape-to-d transfer offer.

UGH!

DEMO

Playbyte

Stone Age high altitude jinks with *Ugh!* Pilot a bamboo helicopter taxi around a your local cave-ing estate. Avoid the dinosaurs, collect the fruit, pick up the passengers and watch out for that roof. Take collective responsibility NOW!

QUICK START

FULL GAME

FAMOUS FIVE

No Joystick
Explore a treasure island! Foil smugglers! Uncover a seething subculture of criminal behaviour! Yes, you type in the text and the characters do what you want! It's brill!

DEMOS

COOL CROC TWINS

Joystick in port 1
Control Punk and Funk in their unceasing efforts to switch on a load of lights for their true love, Daisy. It's fast, it's bouncy and it's wall-to-wall non-stop arcade action.

MATCH OF THE DAY

Joystick in port 2
Make vital decisions! Take control of a football club. Avoid making the calls which send you to prison! You alone must take your team to the top. Fill your diary with interesting things to do and be that manager.

FUZZBALL

Joystick in port 2
Zap the fluffies and collect all the jewels. But make sure you jump on the baddies when they turn into little balls. It's a joystick-tester of the first order. It'll hone your reaction skills as well, so be prepared!

UGH!

Joystick in port 2
Call me a taxi. (*You're a taxi – Ed*). No, call me a taxi driver. Because that's what you have to do in *Ugh!* You must fly from platform to platform, safely delivering folk and avoiding the prehistoric menaces that abound. Fab indeed.

CF 2
POWERPACK
tape

NO LOAD ZONE!

If your tape isn't loading perhaps it's your tape heads? Try loading some games you know work, then adjusting the fiddly little alignment screw (you know, the one next to the flange widget). Still no luck? Then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

**_CF_24 Tape Replacement
Ablex Audio Video Ltd, Harcourt
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DO NOT send your knack'd tape to *Commodore Format*. We feed any sent here to Peter, one of Lisa's panthers

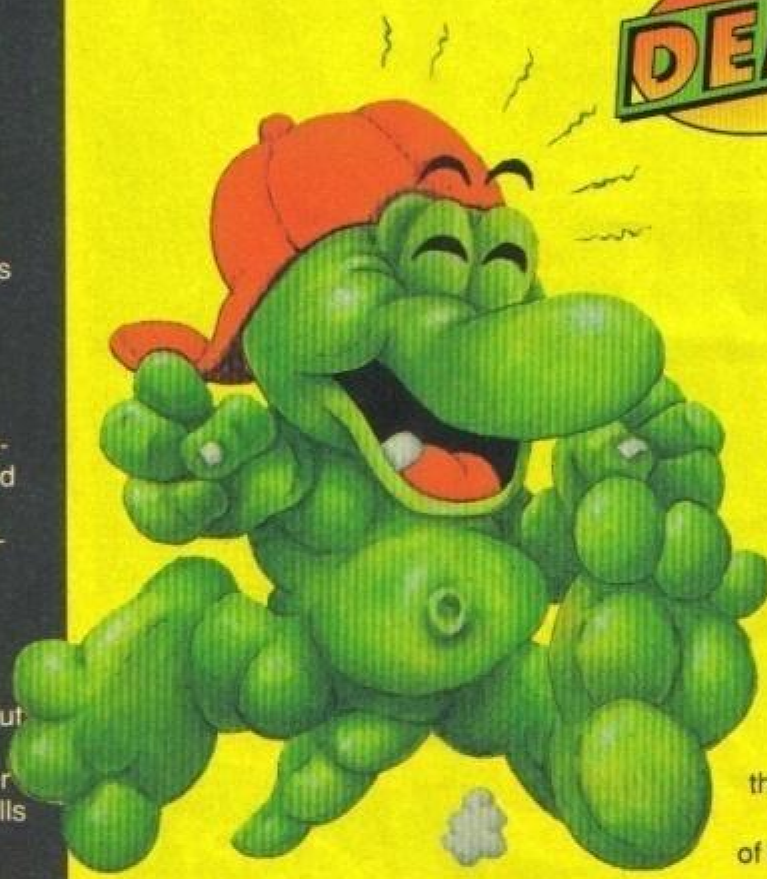
ALL these games and demos are loaded using the normal

POWER PACK 24

**Right, class.
Sorry I'm late.
Now open your textbooks at today's lesson. It's CF24's excellent Powerpack. Three demos and two full games are waiting, so load them up, read about them and no talking while I'm in the Staff Room.**

DEMO

COOL CROC TWINS



Arcade Masters
Joystick in port 1
Okay class, settle down and pay attention. In *Cool Croc Twins* you have to rush around the outside of the screen and bounce on to the platforms in the centre. The reason you're doing all this is to hit each of the lights on these platforms three times to turn them off.

Wobbling around the screen are a couple of baddies as well. Don't worry too much

FAMOUS FIVE

Enigma Variations
No joystick

Today's class is about a text adventure, and it will be in the exam, so pay close attention. You play Julian, the unofficial leader of *The Famous Five*. By using standard English words and simple phrases, you must guide him (and the other four as well) around Kirrin, a treasure island. To get you started... Listen, Wilkins – this applies to you as well. To get you started, you must type 'Wait' on the train and then do just that for a while until you get to the station. Then type 'Leave train' and you'll get out and meet your Aunt Fanny. You're supposed to be staying with her, so keep close to her and go where she goes (well, at first anyway, otherwise later on in the game you could well end up at a Women's Institute jam making festival – a fate worse than death).

To move around, you type N, E, S and W (or combinations like NE or SW) – normally you'll be told which options are available to you. You'll soon learn what you're allowed to do at each location. You can pick up objects, use

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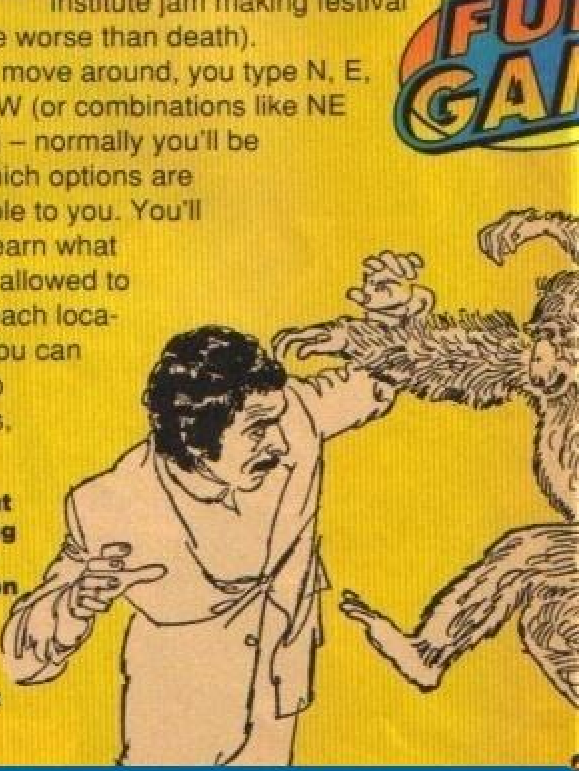


Without warning Jacko leapt on the evil Prof. Cyclax

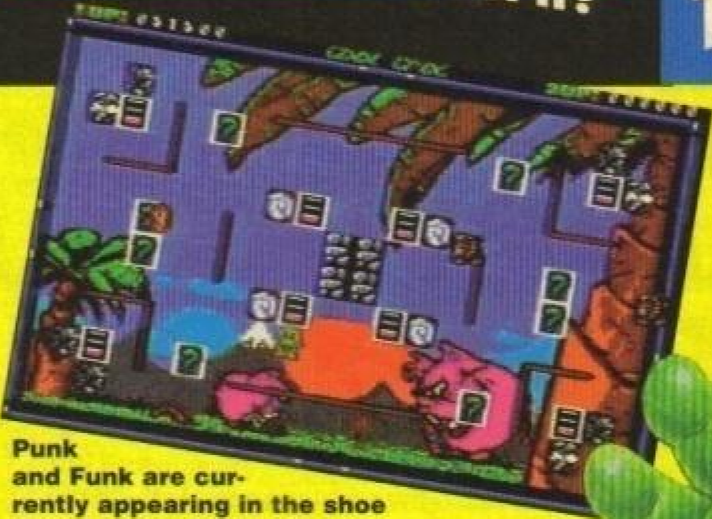
about them. Just keep bouncing. You see, if these fellows hit you when you're on the walls or on a platform, you instantly lose a life. But if they collide with you when you're in the middle of a bounce (in the air, in other words), *they* die and you get a load of bonus points. You also get the chance to pick up a floating bonus. There are several varieties of these, but since you're being so restless this afternoon, 3B, I'm not going to tell you what they do; you'll have to find out for yourselves.

As with most cute games nowadays, there's some sort of a plot attached to it all. For those of you who intend doing the *Cool Croc Twins* at A-level, the plot goes something as follows:

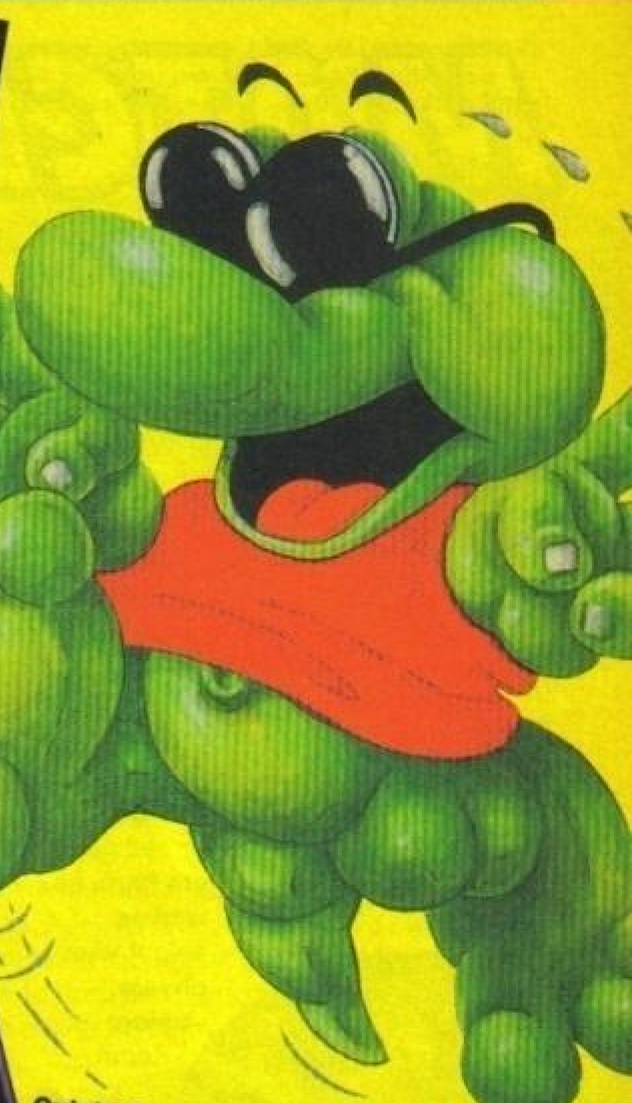
Punk and Funk are the two crocs in question. They are both in love with the same girl. She's called... wake up, Robinson! She's called Daisy Crocette, and she's told the boys that she won't marry them unless they switch on a load of lights dotted around the various screens in this game. Pay attention, Cribbs. Do you want me to write a letter to your parents? Eh? No sir. You don't, sir. Well listen, boy!

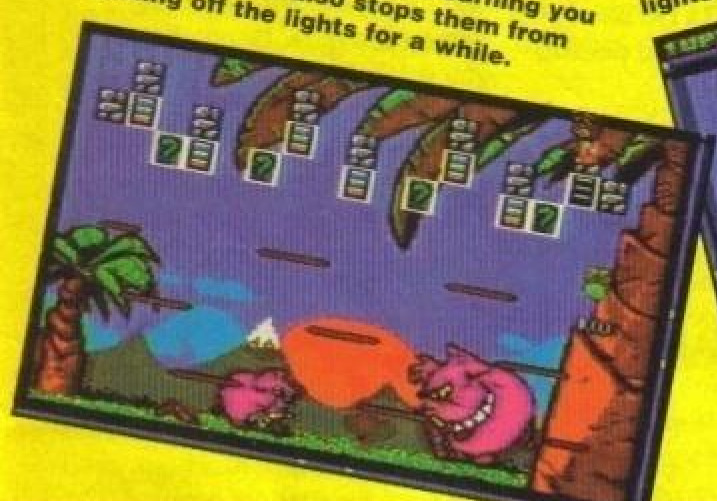
Now, where was I, 3B? Oh yes. The plot. Well for those of you who are planning to do the A-level syllabus, I'll tell you what it is. What was that, Cribbs? Er, yes. I know I've told you already. But stupid people like you have to be told over and over again.

Right. That's *Cool Croc Twins.* There'll be a test on this excellent demo next week, and in the meantime, Masterson can tell us what he's been finding so funny during my lesson. Yes, you boy! Oh, you don't find anything funny? Well you're in detention along with Jenkins. Laugh at that, boy.

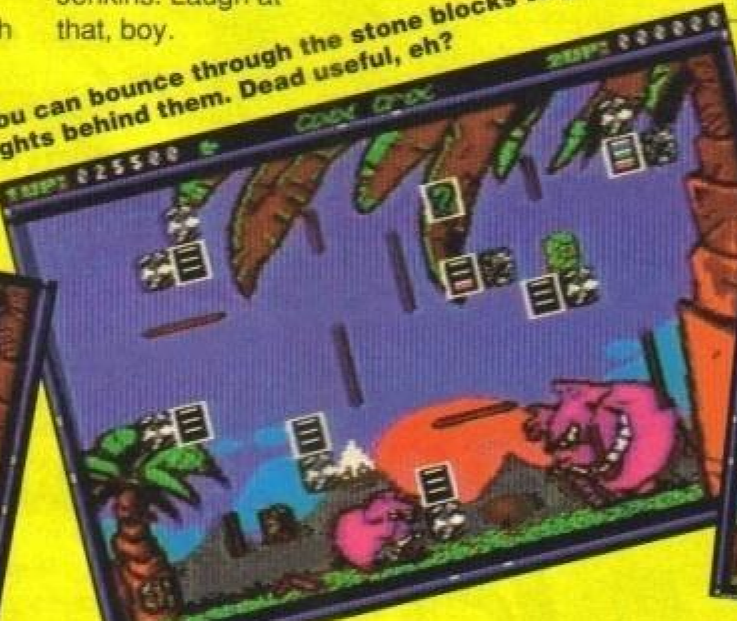


Punk and Funk are currently appearing in the shoe department of Harrods.

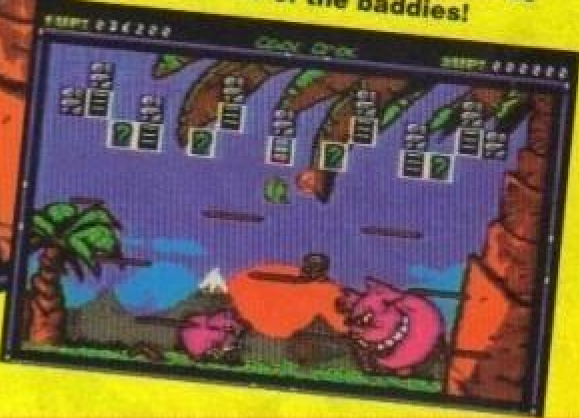




Killing the baddies is always worthwhile because apart from earning you 1,000 points it also stops them from turning off the lights for a while.



You can bounce through the stone blocks to get at the lights behind them. Dead useful, eh?



Quick! Grab that juicey red bonus which handily appeared as soon as you killed one of the baddies!

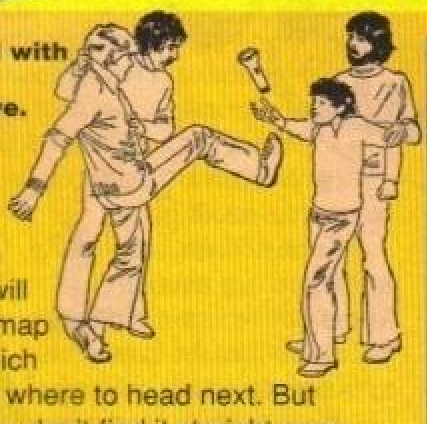
them, eat, buy, talk and do virtually anything else that needs to be done. All you need to remember is to keep the sentences short. For example;

- Pick up torch.
- Open door with green key.
- Inventory (lists what you're carrying)
- Tell Dick to get the rope.
- Be Anne.

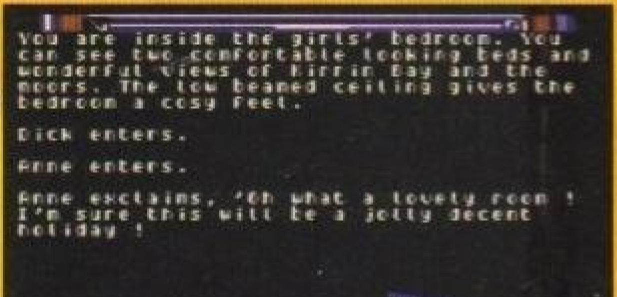
Yes, although you play Julian at the start of the game, you can actually become any of the other Famous Fivers.

Hopefully you'll be able to work out what's going on from the text contained in the program. The plot is simple enough. You're on holiday, staying with Uncle Quentin and Aunt Fanny at their Kirrin cottage. As you go exploring, you will find a treasure map of the island which gives you clues where to head next. But don't worry if you don't find it straight away. Keep exploring and you should be okay.

So that's *The Famous Five*. Lashings of ginger beer, tons of jolly wheezes and the odd wizard scrape await you.

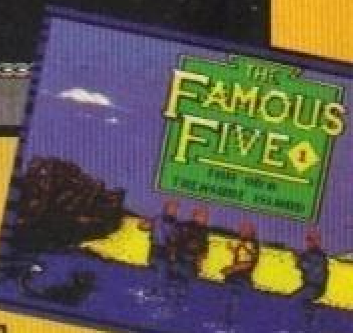


Playing football with a torch proved rather expensive.

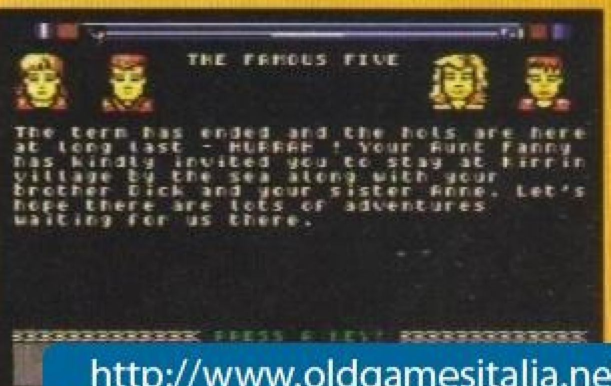


```
You are inside the girls' bedroom. You
can see two comfortable looking beds and
wonderful views of Kirrin Bay and the
moors. The low beamed ceiling gives the
bedroom a cosy feel.

Dick enters.

Anne enters.

Anne exclaims, 'Oh what a lovely room !
I'm sure this will be a jolly decent
holiday !

SAY TO ANNE SHUT UP
```

Right! That's it! You shouldn't be in the girls' bedroom. I'm calling the police, the fire service and Esther Rantzen!



The scene is set. How can you fail to have a completely jolly summer after reading this stuff?



```
THE FAMOUS FIVE

The term has ended and the hols are here
at long last - HURRAH ! Your Aunt Fanny
has kindly invited you to stay at Kirrin
village by the sea along with your
brother Dick and your sister Anne. Let's
hope there are lots of adventures
waiting for us there.

PRESS A KEY!
```

OUR FIVE HEROES

JULIAN is the leader. You start off by playing him. He's the oldest and most sensible.

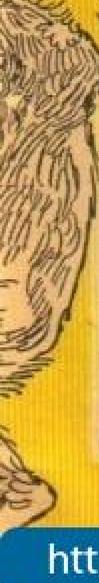
ANNE is, um, a girl (*Ugh! - Roger*). She's not very brave, not very sensible and not very clever.

DICK is the hungry one. He needs loads of pop and sandwiches, just to keep him from chomping on gateposts and unmetalled roads (and if you don't know what that means, look it up).

GEORGE is a confusing one. He's actually a girl (*Ugh! – Roger*). But she's very much a tomboy with it. This means that she is the bravest of the gang.

Finally there's TIMMY. He's a dog and completely useless at anything other than getting under everybody's feet.

THE FAMOUS FIVE



MATCH OF THE DAY

Zeppelin Premier
Joystick in port 2

Good morning 3B. I'm Mr. Small. I'll be taking you for this *Match of the Day* demo. I hope we'll learn a lot and maybe have some fun too. Right. Let's start. Who likes football? Hmm. A lot of you. Who watches *Match of the Day*? Good. Then this should appeal to you because what we have here is a management game which gives you the chance to take control of a Fourth Division team.

This demo, like the full game, let's you control everything using the joystick. The main menu – that's M-E-N-U, Hobbes – is in the form of a diary. You have to fill each day with the things you need to do to get the club running smoothly… and successfully, of course. These include setting training sessions, meeting with your talent scouts and signing up new players.

Use the joystick to drag the icons on the right across to the empty spaces in the diary to indicate what you want to do at that time. For example, if you drag the scout icon into the Monday 11am slot, when the time rolls round to 11am, you automatically get the scout calling into your office. Easy and effective. So let's go over it again for the benefit of some boys, like Jarratt and Masterson who weren't listening. You move the icons from the right hand side of the menu and put them in the slots for each day on the left. The lower arrows allow you to scroll up and down the week, and the top arrow moves the time on by a couple of hours. This is how you get things done.

What's missing from this demo are the snazzy graphics of the matches mentioned in the preview last month. You did read that preview, didn't you? It was your homework, if I remember correctly. Er, and some of the menu options don't work, either. But never mind. You'll just have to buy the full game later, won't you? There's enough here, though, to let you get on and have a bit of a crack at playing and get a decent feel for the skills the game demands. Don't worry if you don't do too well, though, 3B. You'll be more prepared when it comes to the real exams in the summer.

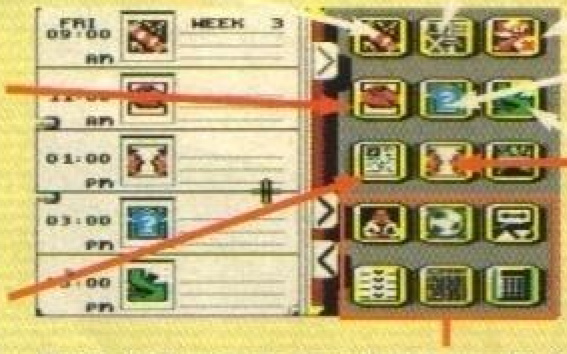
THOSE ICONS IN FULL (WELL, FULLISH)

MAKE DEALS You can buy or sell players here, as well as select your physio, trainer or scout.

SUPPORTERS CLUB You can't use this in the demo, so forget it.

ON-PITCH VIEWS You can't see these in the demo either. Ha!

INJURY DETAILS Which idiots have done their knees in.



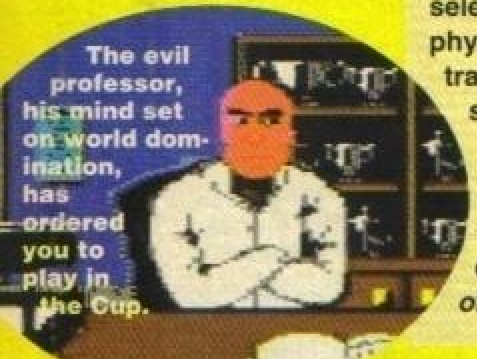
SCOUT REPORT He tells you what the other teams are up to.

TRAINER REPORT Find out how clapped out your team is.

NEGOTIATIONS Wheeling and dealing.

Credits and info on *Match of the Day*.

There isn't room to say what these do, for goodness' sakes. Work 'em out for yourselves. They're dead easy, honest.

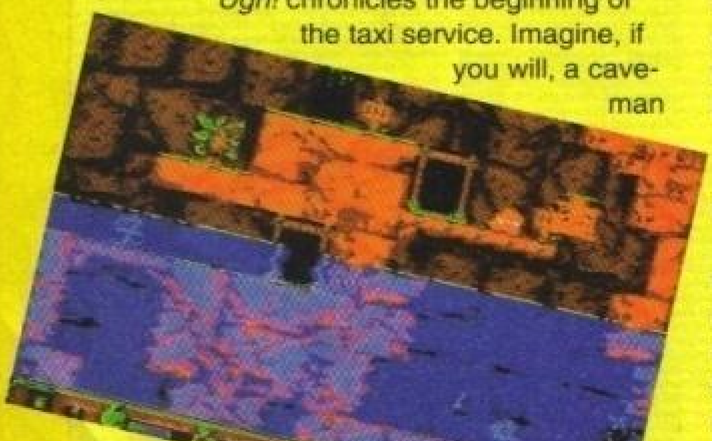


The evil professor, his mind set on world domination, has ordered you to play in the Cup.

UGH!

Playbyte
Joystick in port 2

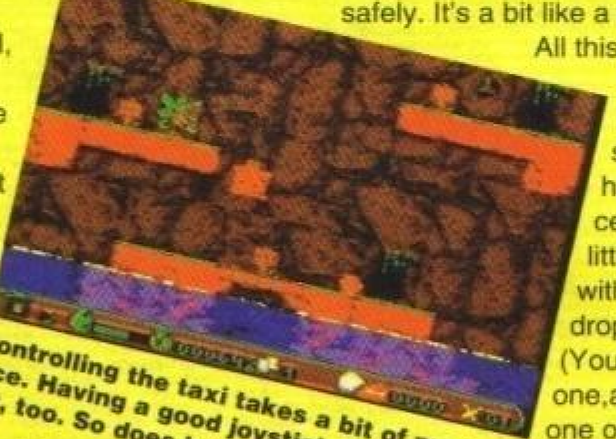
Today, *mes enfants*, we're going to learn about taxis. Now you may think you know an awful lot about taxis, but I bet you didn't know how the taxi business really started. Well, settle down, open your workbooks and sharpen your pencils because you're about to learn. *Ugh!* chronicles the beginning of the taxi service. Imagine, if you will, a caveman (played here by you). He manages to invent a machine that flies by pedal power. There's room for one passenger, so he sets up his taxi firm in order to earn lots of dosh and impress his girlfriend. It's a touching story of love and greed.



Hold on! Stop drowning and swim over to the taxi, you fool! That's if you can afford the fare plus a healthy tip for saving your life.

Each screen is one level, and there are several platforms dotted around. People wander out of the caves on to these platforms, and what you have to do is land next to them (not ON them, Dyer). They will then tell you which level they want to go to, and climb into the flying machine.

What you have to do then is take them there. Er, well, it's not that simple, actually. You see, the taxi is still quite primitive and it takes a pilot of rare skill to handle it. Add to this the danger of crashing into pterodactyls, the hazards of sharp cliff-faces and the worry of charging dinosaurs and you'll see why running a taxi service in prehistoric times was no joke.



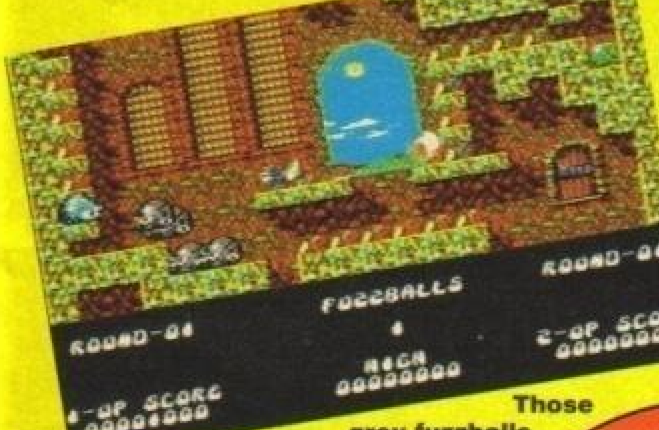
Controlling the taxi takes a bit of practice. Having a good joystick helps quite a bit, too. So does having steady hands.

One of the complete downers about the game is when you knock a potential passenger off a platform. If they land in the water, you still have a chance to save them. Dive into the sea next to them, then wait for them to swim towards you and climb in. Then continue your trip. You can usually get away with this trick if you're fast. Dawdle too long and the poor passenger drowns horribly.

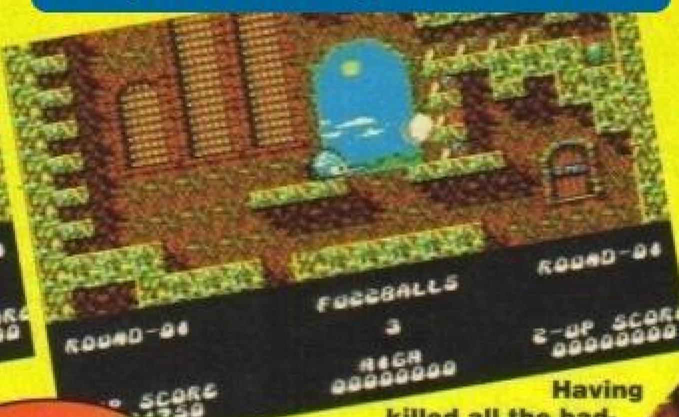
If you're quick with the taxi, it's possible to get bonuses in the form of points multipliers when you deliver your human cargo safely. It's a bit like a tip, really.

All this flying around really takes it out of you, so at some point to have to pick up a certain stone (the little lumpy one with two eyes) and drop it on the tree. (You'll know which one,as there's only one on each level). Fruit bounces out, which you have to collect to get your energy levels back up. As you only lose energy when you're in the air, so that's another incentive to get to your passengers to their destinations as speedily as possible.

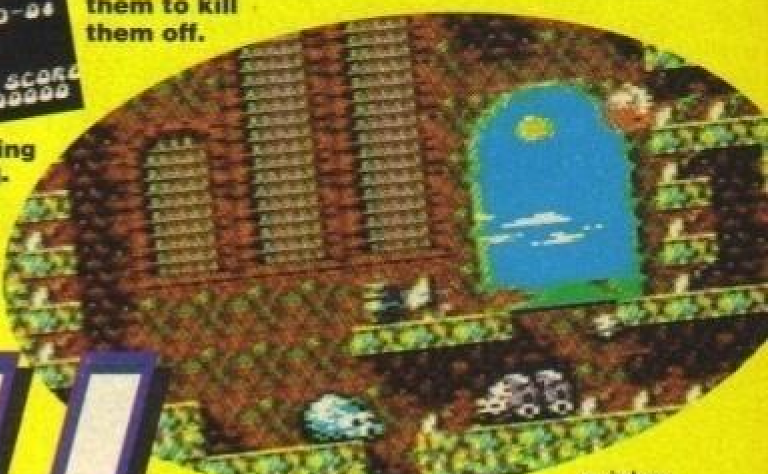
Finally, try dropping the stone on the pterodactyl or the dinosaur for a bit of light relief. You can get away with a lot if you're careful!



Those grey fuzzballs are the strongest sort. They chase you, and take thousands of hits to die, so you may as well give up and start again.



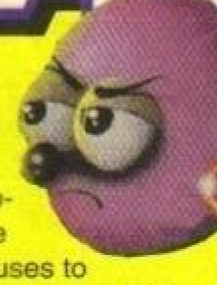
Having killed all the baddies, it's time to collect all the gems. This isn't easy in itself, though, and involves some complicated manoeuvres.



When the baddies are hit they turn into balls like the one you probably can't quite see here. This is when you've got to collide with them to kill them off.

DEMO

FUZZBALL



System 3

Joystick in port 2

I know you're excited, 3B, but settle down. If you don't stop chattering I'm not going to let you play this demo, Jenkinson. There's always one that spoils it for the rest.

Anyway, this is the plot. You are a wizard's apprentice, living in a huge and mysterious castle. One day, whilst wandering around the eerie rooms in one of the deserted towers, you find a large oak chest. Instead of leaving it alone and going to watch some telly (like any sane person) you start tampering with the chest, using the magic skills you've been learning. And to your great surprise, the spells you've memorised are powerful enough. The chest opens and hundreds of fuzzballs pour out.

It's a complete nightmare. As you watch, horrified, still more fluffy balls fly out, land and start growing into, er, larger fluffy balls. And on top of this, you can hear the wizard coming back!

So what do you do? You quickly try and get a spell together which will send the fuzzballs back into the chest. But it goes wrong. It goes so badly wrong that you end up turning yourself into a fuzzball. Sort of poetic justice, if you like.

If you're a bit bored with this totally fictitious story, tough. There's still more to get through. Next, the wizard finds you, susses out what's happened (he's clever like that, you see) and refuses to change you back into a human being as punishment. Instead, he leaves you to wander round the castle, level by level, zapping all the balls wherever you find them… And if that's chewing gum you're passing around, Masterson, you're going to be on report for the rest of the term.

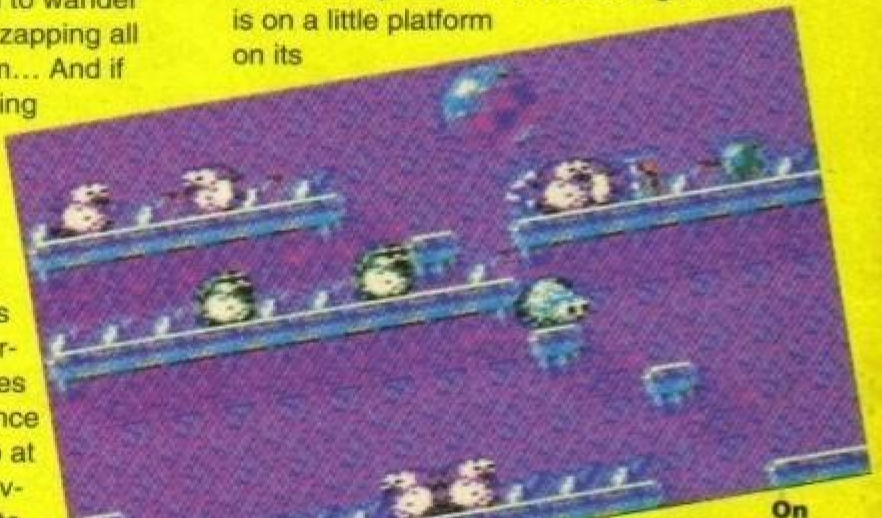
This is where you take up the challenge. This totally wonderful demo gives you the chance to have a go at two tough levels. In order to beat them, you've got to wipe out all the enemy fuzzballs *and* collect all the gems.

EXTRAS ALERT!

At the end of side 2 of your inimitable *CF*24 Powerpack, you'll find two small programs. One is called *Header Reader*, the other is called *Tape Catalogue*. For more details about these ever-so-useful programs, turn at once to page 42, and have a peek at the second part of our outrageously good tape feature.

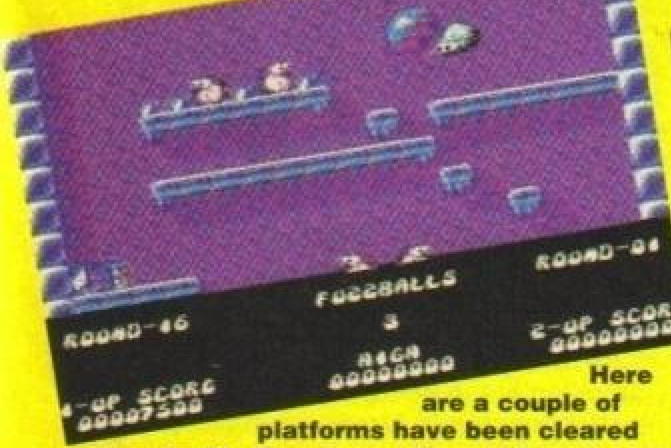
What makes *Fuzzball* particularly challenging is the fact that you have to hit each baddie several times. Once you've done this, it will turn into a small bouncing sphere. You've got to bounce on top of this sphere with your fuzzball as quickly as possible to kill it. If you don't do it fast enough, the sphere turns into an even nastier species of fuzzball. These are quicker, harder and generally much more dangerous, and they come looking for you – they're obviously not very happy about being zapped. So the trick is to blast them then bounce them into obliteration whilst they're still dazed.

So basically, it's down to you to be fast with the fire button and accurate with the old jumps. For example, once you've cleared the baddies off the top bit of the first level, you have to drop down and collect a gem which is on a little platform on its own. The only way you can do this is by plummeting vertically and then dodging sideways at exactly the right moment. Dead tricky, I think you'll find.

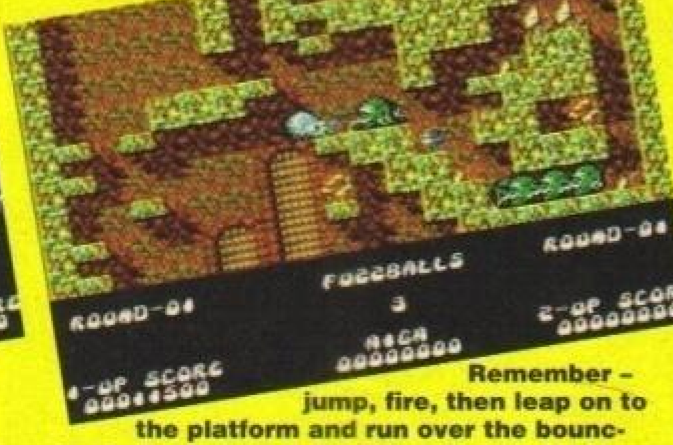


On level two, you'll have to do a lot of jumping up and firing quickly before you fall.

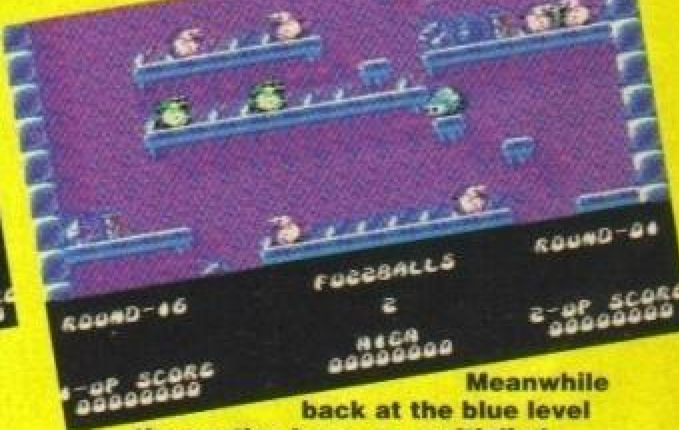
Right, 3B. I've told you what's expected of you. As long as you do your homework with this demo thoroughly, you should have no problems when the the full game is released in a month or two. And if things get a bit too much for you, simply hit RUN/STOP to pause the game. Good luck, 3B. Oh, and Parnham, you're in detention again.



Here are a couple of platforms have been cleared already. It's time to use the old 'jumping up and blasting' ploy to get the others.

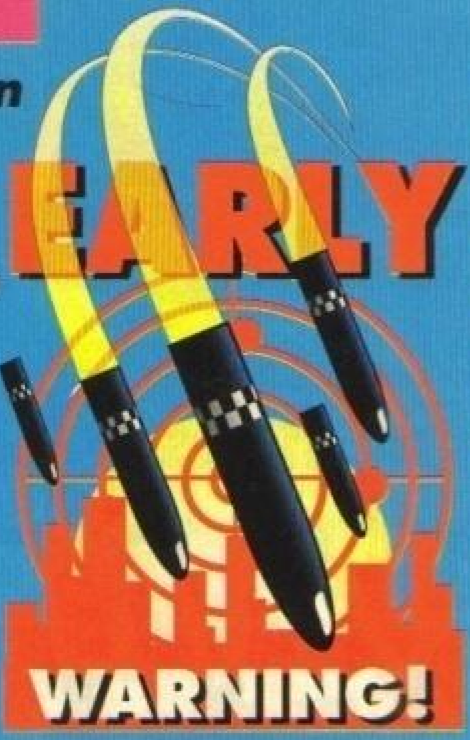


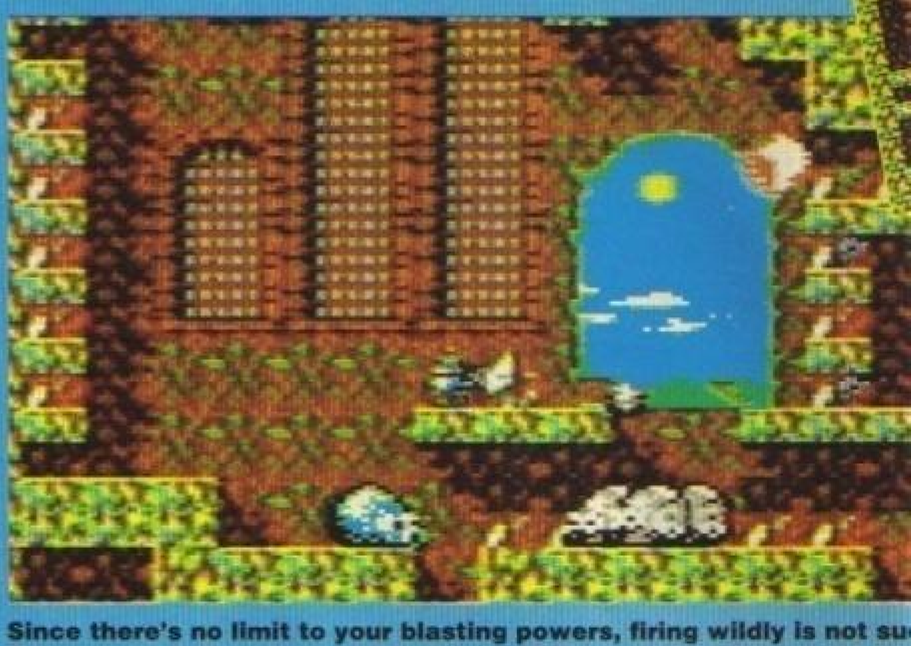
Remember – jump, fire, then leap on to the platform and run over the bouncing balls that are left. Otherwise you're in serious trouble cos they turn dead nasty.



Meanwhile back at the blue level the nasties have, er, multiplied again (*um, are you sure these grabs in the right order, Ollie? – confused Prod Ed*).

Eeh, magic! (as Selwyn Froggit used to say*). Fuzzball is about spells, fluffy creatures and extreme fear. James Leach puts on an over-sized pair of wellies and wades through the mysticism to investigate.




Since there's no limit to your blasting powers, firing wildly is not su if you're ready to run away when everything goes horribly wrong (as

FUZZB

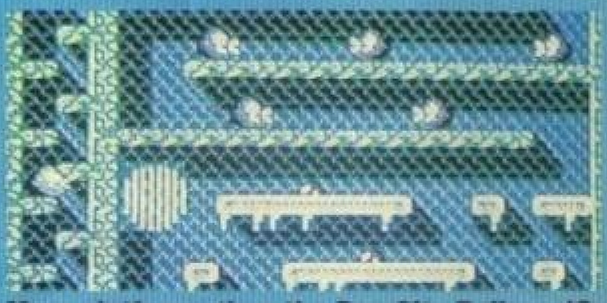
The old wizard must have been extremely stupid to leave you alone in the dark tower of his castle. I mean, it's pretty obvious that you, his underling and student of magic, would start poking round the mysterious nooks and crannies where your nose (or any other part of you) didn't belong.

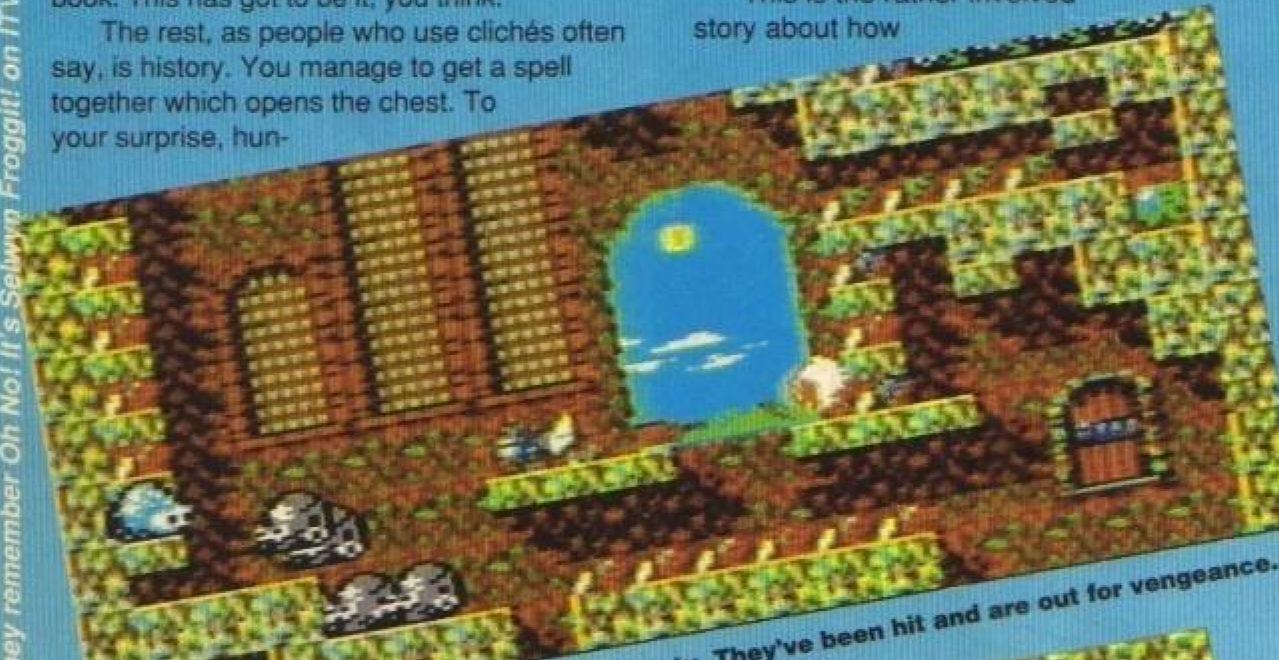
And what happens? Yes, you find a trunk. An oaken chest with a special child-proof magic lock on it. There's no sign of the wizard, but as you search the room for a clue as to how to get into the chest, your beady little eyes alight on what could only be the grand wizard's spellbook. This has got to be it, you think.

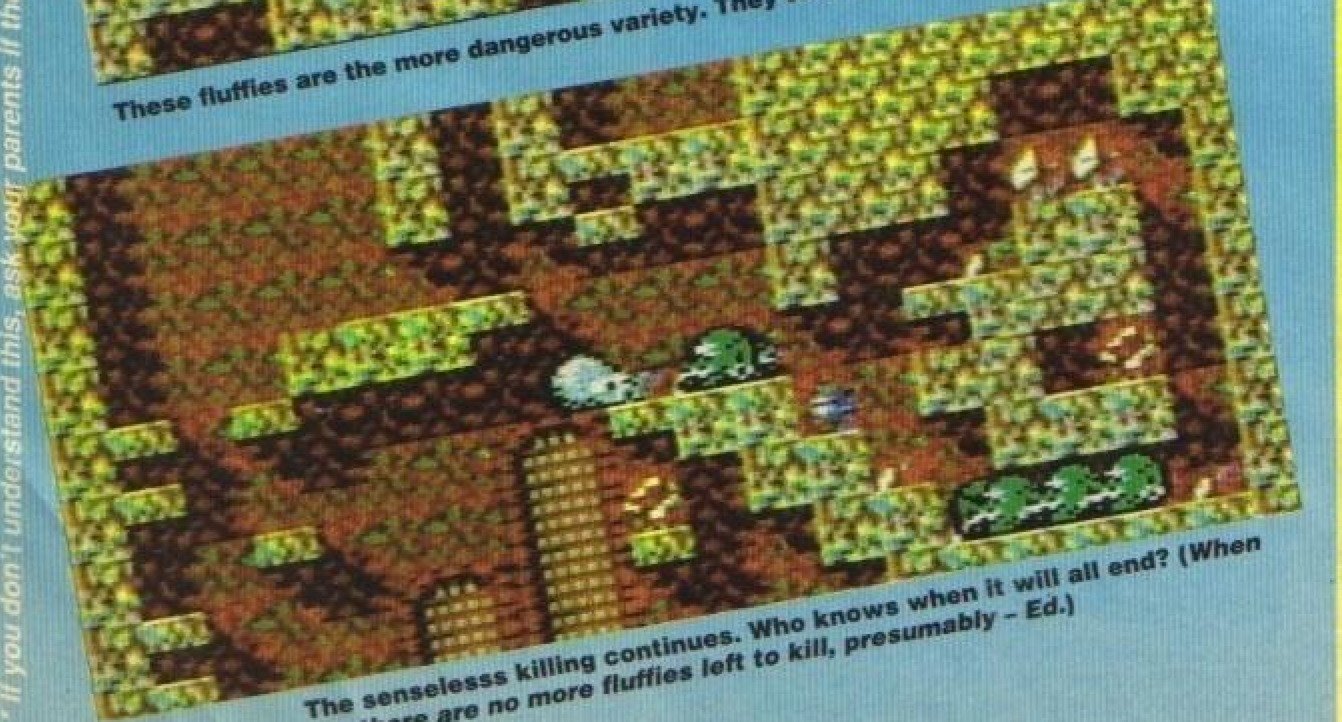
The rest, as people who use clichés often say, is history. You manage to get a spell together which opens the chest. To your surprise, hundreds of fluffy balls come spewing out. These are the fiendish fluffies. And as they hit the floor, they start to grow, change and generally modify themselves into the sort of thing you're about to see in the game.

This is the rather involved story about how you happen to be in a castle, wandering around the levels chasing and trying to kill the fluffies.

But why are you a fuzzball too? Well, this is also explained if you care to read further. Apparently, as the fluffies pour out of the chest and disappear off into the far corners of the castle, you try to sort out another spell to


More platforms than the Bay City Rollers. (© Rubbish 70s Joke Corp. Inc.)


These fluffies are the more dangerous variety. They've been hit and are out for vengeance.


The senselesss killing continues. Who knows when it will all end? (When there are no more fluffies left to kill, presumably – Ed.)

FUZZY THINGS

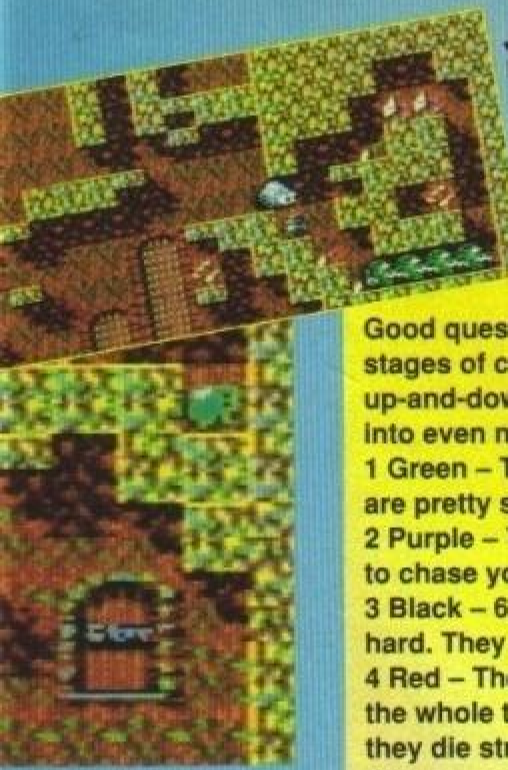
1 THE POLICE
Being picked up by the fuzz was a very painful occupational hazard for criminals in the old days (before they became The Bill).

2 FUZZY FELT™
This completely brilliant kids 2D toy involves sticking weirdly-shaped things on to a board in an effort to create a sort of montage effect. Still available from Smiths.

3 TELEVISION RECEPTION
If you throw pebbles at your neighbours' TV aerials, damaging them, their pictures will often go fuzzy, making it hard to read the subtitles on Oracle page 888 when they're watching *Highway*.

4 REMMINGTON FUZZ AWAY™
Not content with inventing a pink razor for girls, Victor Kiam went one further and invented Fuzz Away™, a black and grey razor for jumpers. Apparently it's for removing those bobbles which add so much character to furry clothing.

** If you don't understand this, ask your parents if they remember Oh No! It's Selwyn Froggit! on ITV. If they do, ask them why.*



Jump down the steps and kill the fluffies. What could be easier? (*Apart from spatial 4D geometry – TMB.*)

a bad idea, especially
often does).

DO YOU KNOW THE COLOUR OF YOUR ENEMY?

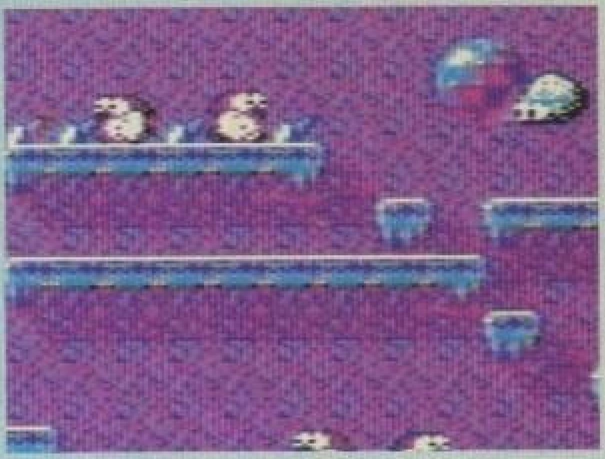
Good question, that. The meanie fuzzies go through four different stages of colours. When you shoot them they have a brief bouncing-up-and-down stage in which you can kill them and then they mutate into even nastier, and more dangerous, fuzzballs:

1 Green – This is the colour they start off. Worth 2,000 points, these are pretty simple to kill, and they don't follow you around.

2 Purple – You get 4,000 points for killing these. They have the ability to chase you around, and they take a lot of punishment.

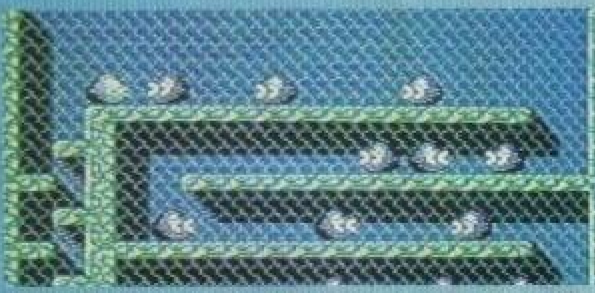
3 Black – 6,000 points for a pot-shot, these are very fast and dead hard. They also chase you around. It's a nightmare, I tell you.

4 Red – The final colour change. If you get to these, I'd just give up on the whole thing. Luckily, though, if you do shoot them enough times, they die straight away. Whether you want to risk letting them get to this stage for the points you can rack up is up to you to decide.



It's all a matter of timing your jumps – a well-timed leap and you can do more damage than four pounds of Semtex in a china shop.

ALL



More platforms than Paddington Station. (© Rubbish and repetitive Joke Corp. Inc.)

return them. Being an apprentice, and rather a pathetic one at that, you end up making a complete pig's trouser of the spell and you turn yourself into a massive blue fuzzball.

When the wizard returns, he is considerably annoyed. Well, more than considerably – he's livid, seething and furious. So he refuses to turn you back into a human until you've sorted the mess out by killing all the fluffies infesting his abode.

There you go. More plot than a year's worth of *Eastenders*. And what it all means is that you've got to clear 50 levels of the troublesome fluffy fellows.

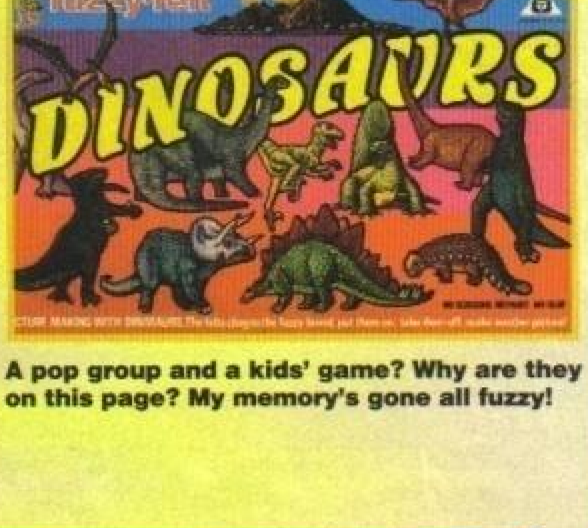
As you'll know if you're been playing the Powerpack demo, there's a series of platforms per level to clear. You do this by repeatedly shooting the enemy fluffies. Each takes a certain amount of punishment before turning into a small bouncing ball. Once it does, though, you have to move quickly and collide with it. If you don't get to it in time, things get very unpleasant; the bouncing ball regenerates back into a regenerated, meaner fluffy that can take more punishment, move faster and can jump between levels. Some even chase you around.

This is where the skill comes in. Instead of just destroying the baddies from a distance, using the in-built weapon you've got, you must be in a position to swoop in and catch the little bouncing balls. A tough prospect if there are more than one or two.

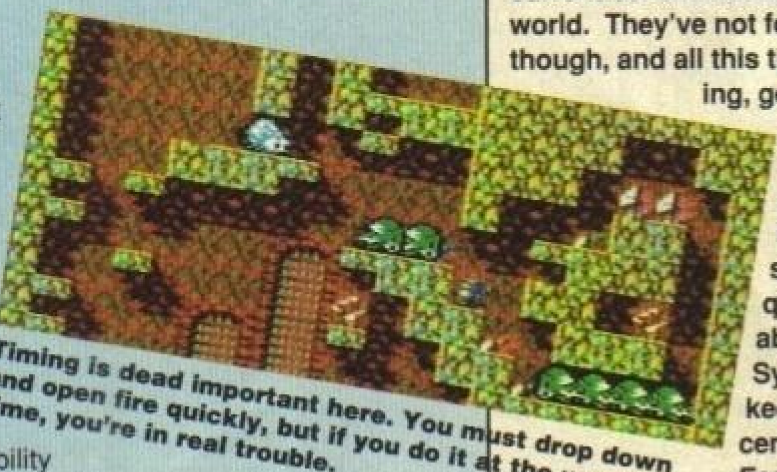
You've also got to collect all the gems from each level before you finish it. This will test your platform skills to the full, because System 3 are building in to the game a large amount of controllability for your character. For example, it's possible to steer your Fuzzball in mid-air, so you can get to those hard-to-reach platforms to pick up the gems you need. This amount of controllability makes it worth using up the time limit to see if you can discover any hidden rooms. These can be found by shooting certain blocks in the scenery which might allow you to skip levels (if you're lucky).

Fuzzball looks like it'll take the gaming world by storm. Decide for yourself – you've got the demo with this month's Powerpack!

5 FUZZBOX. Proper name 'We've Got A Fuzzbox And We're Gonna Use It', this Brummie band, has a lead singer called Vicky, and, according to Dave, did an incredible a cappella version of *Bohemian Rhapsody*.



A pop group and a kids' game? Why are they on this page? My memory's gone all fuzzy!



Timing is dead important here. You must drop down and open fire quickly, but if you do it at the wrong time, you're in real trouble.

JUST WHO DO SYSTEM 3 THINK THEY ARE?

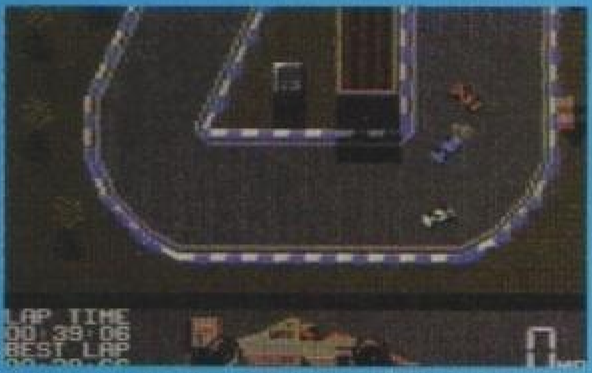
The self-styled 'Kings of the C64', System 3 hit the games circuit hard. Why? Because they can get away with it, that's why. Since the early days of the C64 they've churned out a seemingly endless stream of classics and there appears to be little chance of them mending their ways now. They created the legendary *Last Ninja* and *IK+*, while more recent masterpieces include *Turbocharge* and *Last Ninja 3*.

Why though, do they insist on releasing so few titles? The reason is simple and makes sense. Not every game written is a classic (*If it was I'd have a major problem! – James*) and the System 3 boys – and girls – prefer to wait until a real winner comes along before they get serious. For example System 3 have only released three games in 24 issues of *CF*. The few there have been, however, are exceptions to the software rule – *Ninja Re-Mix* notched up 92 per cent way back in *CF*3, *Last Ninja 3* racked up 97 per cent in *CF*6 and *Turbocharge* rev'd up a massive 93 per cent in *CF*13!

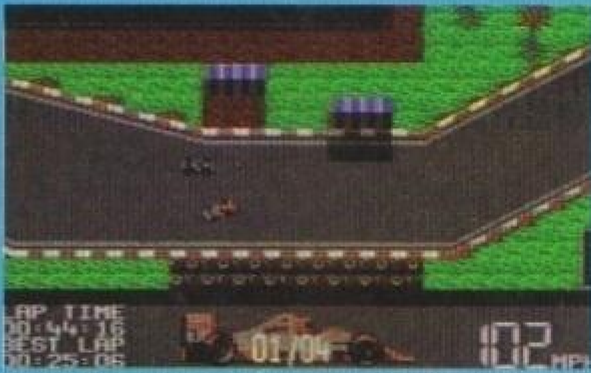
But since *Turbocharge* screeched to a halt in *CF*13, the Systems have been quiet, as they re-aligned themselves in the current console-crazy computer games world. They've not forgotten their roots, though, and all this time have been working, getting *Fuzzball* right!

If the game can live up to its early promise – and nothing short or meteor storms and earthquakes seem to be able stop that – then System 3 look like keeping their 100 per cent *Commodore Format* Corker record.

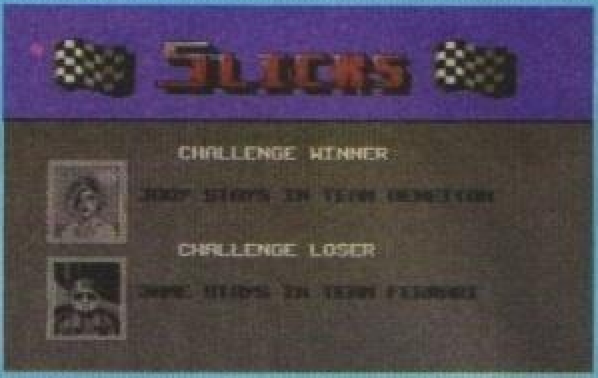
Game	Fuzzball
Publisher	System 3
Release	September
Price	£9.99 disk, £15.99 cass
Contact	081 864 8212



This is what racing officials call, "a serious motoring accident".



Being lapped can be an incredibly humiliating experience to go through. Just ask any bowl of cat's milk if you don't believe me.



Jody's a girl, and so can't possibly win. But, er, she has. There's obviously a bug in the game. I hope it gets ironed out soon.

SLICKS

Who can honestly say they don't sit in front of the telly during a grand prix and make car-engine noises? We all do, let's face it. Trenton does a fine V10 under acceleration, James makes an excellent brake-squealing sound and Lisa can sound like a 600bhp Lotus when she wants (not surprising, this – Lisa actually owns a couple of Lotuses).

So *Slicks*, being about motor racing, should be right up our street (if you'll pardon the brilliant driving gag). It's a top-down viewed affair, sort of like *Supercars*. You start off by being given a Formula One racing team to drive for. At first it'll be someone like Benetton. A good team, but not a truly *great* team.

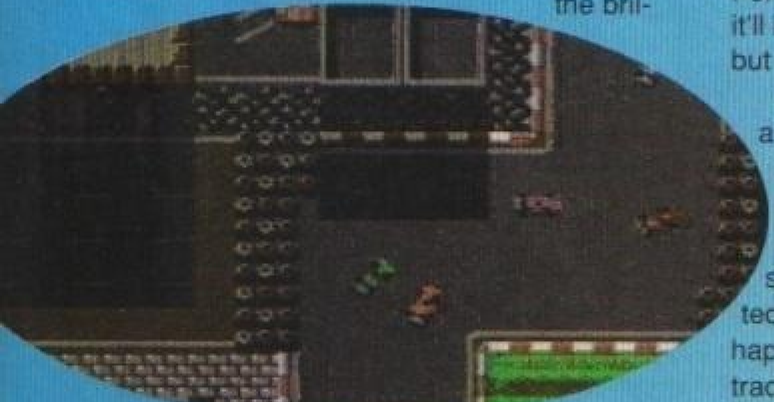
So you've got a team. Now you need a fast car (otherwise the whole plan sort of falls down). Luckily the one they give you goes 198mph. You can practise driving at this sort of speed around one of six tracks dotted around the world. Once you're happy with your ability to at least stay on the track for a complete lap while travelling at a decent speed (tootling around at the speed of a milk float trying to deliver milk to the cafe at the top of Snowdon doesn't prove anything, so give it some welly), you can enter a grand prix season. This takes you through the six circuits. Each time you have to qualify if you don't want to be last on the grid, and there are five other cars to race against.

The fun parts are the challenges. In these, you simply select a computer car and challenge the driver. If you beat him in the race, he's forced to give you his car – which will always be better. But, I hear you ask, how can you win if everybody's got a better car than you?

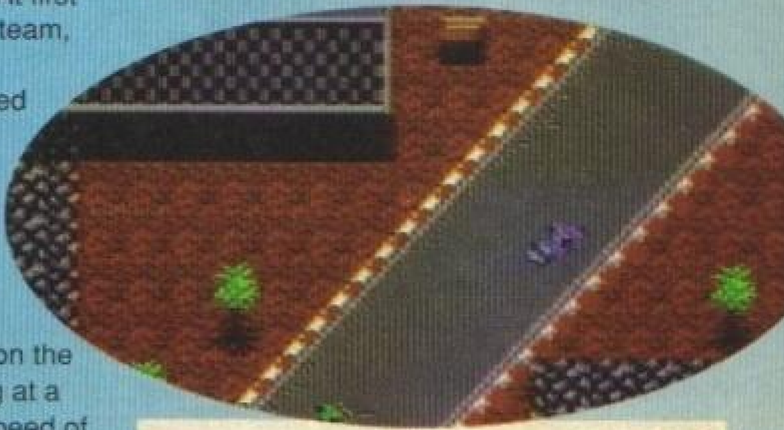
This is where *Slicks* comes into its own. As you drive, you can barge into the other cars and you can cut the corners. As long as you don't hit anything solid, you can belt over grass, concrete, sand, carparks, swamps or whatever. So if you time your departure from the track just right, you can miss out some of the nastier chicanes entirely, and get yourself in the lead.

And, as with all the best racing games, there's the most storming two-player mode. When you select this, it's just you and the other guy (in identical cars). Instead of faffing around with split screens and stuff like that, you race on the same screen, and the screen is always centred on the car in front. If a gap opens and the car behind goes off the screen because it can't keep up, then the leader is awarded a point and the cars start off again side-by-side.

Sounds weird, I know, but it works incredibly well. In fact it's this two-player thing that could make the game a total and utter corker.



...And there's a wicked free-for-all through the chicane. It's a bit like the M3 near Staines on a Monday morning, really (only without those unpleasant hand-gestures).

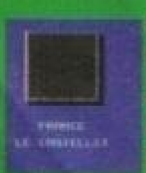


Two player mode – those little lights at the bottom right show who's ahead on points. The green car is about to go off the screen (and lose a point to the bluey).

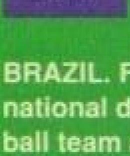
A BRIEF CIRCUIT OF THE WORLD

Although they've only included six tracks (at the moment), the Codies have chosen wisely and well. And here are those freshly-picked tracks, so you can see what you're getting into.

MONZA. Famous for Monzarella cheese, pizza, Pavarotti and more pizza. Oh, and Alfa Romeos, which are brilliant.



FRANCE. Famous for farmers, blocked roads, blocked farmers and blocked nasal passages. Also for 2CVs (which pretend to be cars but are, in fact, tents).



SILVERSTONE. Famous for being in Northamptonshire, being bendy and being won a lot by Nigel Mansell.

BRAZIL. Famous for its national debt, its national football team and its national, er, um, er... velvet?

USA. Famous for food like jambalaya, pretzels, grits, wieners, chilli dogs, Twinkies, Crystal Pepsi™ and diapers.

MONACO
MONTE CARLO

MONACO. Famous for lots of money, pots of honey and not being very sunny (except in summer when it is).

Game	**Slicks**
Publisher	**CodeMasters**
Release	**September**
Price	**£3.99 cassette**
Contact	**0926 814132**

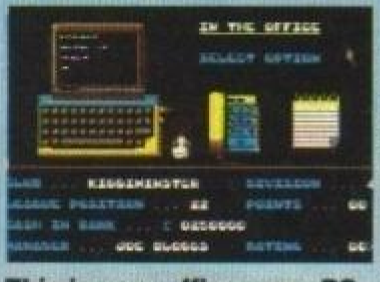
1ST DIVISION MANAGER

Top Leeds vs Bradford goal-scoring action ahoy! (This caption's a bit of a waste of time, isn't it?)

You know how in Zeppelin's *Match of the Day* you see a diary? (You should do, it's on this month's Powerpack.) Well in *1st Division Manager* you get to see an entire desk, complete with PC, mouse, telephone and expensive chrome executive toy.

Clicking your cursor on the PC will bring up data on your team including injuries, strengths, skills, morale, amount of naff jewellry worn and so on. This is the basis of all the managementy bits. But if you click on the telephone you get to talk to the outside world. Unless you've got very effective lungs, this device makes it far easier to arrange deals and talk business with people over a fairly long distance away than shouting out of the window.

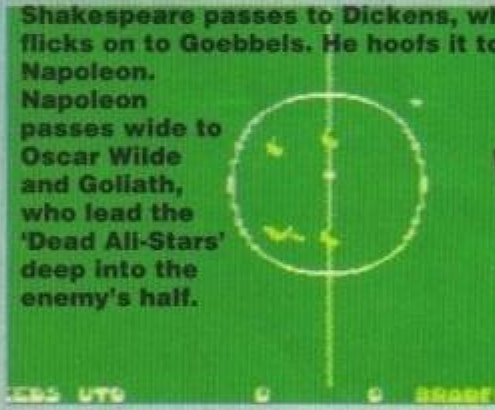
And when Saturday afternoon rolls round, you get whisked to the ground, where you get to see a top-down view of the match. At this stage in the game's development, it looks like you won't be able to influence the play as it's going on. So you'll have to sit on the sideline and sweat.



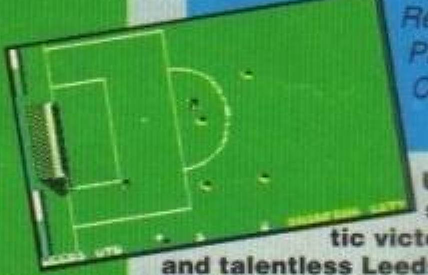
This is your office, your PC, your phone and your desk. Now get on and make some executive decisions or I'll take it all off you again.

But the selections you make at the PC matter a great deal. Fit players run faster than fat slobs and skillful guys have more ball control and do more intelligent things than thick, untalented twerps.

There'll probably be loads of other things we haven't been able to mention here because the programmers haven't written them yet. But don't fret – you'll be the first to know (after us, obviously).



Shakespeare passes to Dickens, who flicks on to Goebbels. He hoofs it to Napoleon. Napoleon passes wide to Oscar Wilde and Goliath, who lead the 'Dead All-Stars' deep into the enemy's half.



Unstoppable Bradford storm to another majestic victory over the unknown and talentless Leeds Utd (*but meanwhile, back in the real world... Ed*).

Game	1st Division Manager
Publisher	CodeMasters
Release	September
Price	£3.99
Contact	0926 817 132

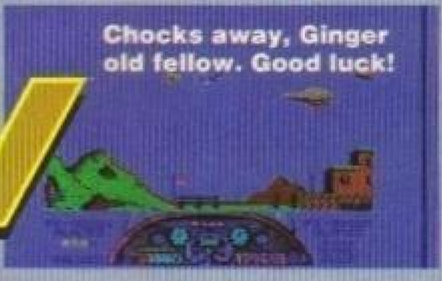
BLUE BARON

The year is 1918 and the world of chocks, props, bogies and silly moustaches is yours to explore. *Blue Baron* is a sideways-scrolling shoot-'em-up in the old tradition, and you've got to blast other biplanes, balloons and ground targets, whilst avoiding the return fire from the people who don't want you doing all this damage to their military equipment.

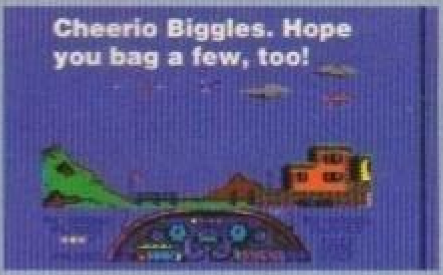
You control the speed, height and direction of your plane, and can undo some of the damage caused by colliding with the enemy by collecting the bonuses that fall out when you shoot the other craft.

Each mission has an objective. You must destroy a bridge, a power station or possibly a fish-finger factory. Anything, in fact, to halt the Hun's beastly war effort.

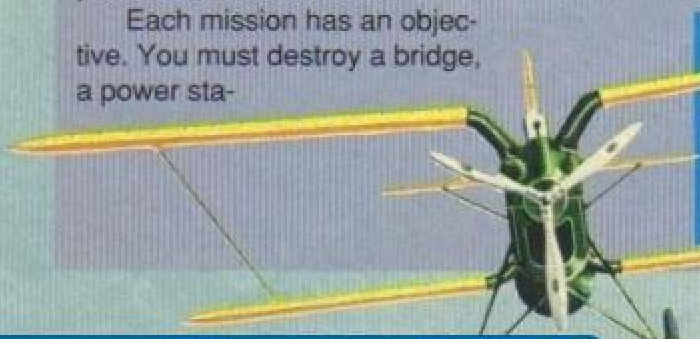
It looks a lot of fun, does this 'un. Okay, we're not talking 3D vector 256 colour detail, but we could be talking about the sort of game you can't leave alone 'til you've reached that elusive next level. There'll be a review 'Somme'-where in the next issue.



Chocks away, Ginger old fellow. Good luck!



Cheerio Biggles. Hope you bag a few, too!



Game	Blue Baron
Publisher	Zeppelin
Release	September
Price	£3.99
Contact	091 385 7755

SNIPPETS

SHOWING OFF

Commodore Format publishers Future are holding the biggest computer games show around! It's happening this November, from the 5th 'til the 8th. All the leading lights in the computer games world will be unveiling their Christmas biggies at the mega-tastic Future Entertainment Show. Every major software house and manufacturer will be at Earls Court for this four day pixel-fest, so make a note in your diary so that you can be there too! For more information check out next month's *CF* which will have a money-saving ticket offer that would make even Roger grin.

As an extra attraction, the FES will also feature the final of the National Computer Games Championship. And you could be a competitor! For full details of how you can compete on your machine, see next month's *CF*. Oh, and make a date in your diary to go to the Show. It'll be brilliant and we'll be there... but don't let that put you off.

CLUB LIGHT

Light, the mag-on-a-disk, is undergoing a few changes. To reflect the club atmosphere that's sprung up amongst its regular readers it will be known as *Club Light* from the September issue. The price has also been dropped to £2.20 and there is now only one disk – but it will still be packed to the directories with smart techie talk, tips and topical discussions. Backing this up will be a quarterly 'best of' compilation that will gather together all the very best new programs on the C64 scene.

For more details send an SAE to Club Light, Datasphere Publications, 7 Fallowfield Close, Norwich, NR1 4NW.

ENDANGERED SPECIES?

After the sad demise of Hi-TEC, the Sheffield-based softie, we have heard the good news that CodeMasters have got the rights to *Turbo the Tortoise*. *TTT* was an excellent game, and the Codies assure us that it'll be appearing both as a single £3.99 game and on a compilation entitled *Cartoon Crackers at Christmas*. Also on *Cartoon Crackers* will be *Capt Dynamo*, *DJ Puff's Volcanic Caper*, *Steg the Slug* and *Fantasy World Dizzy*.

As if that wasn't enough, around the same time, CodeMasters will be releasing two other compilations. One will be titled *Super Sports Challenge*, and will feature *Slicks*, *1st Division Manager*, *Wacky Wrestling*, *Cue Boy* and possibly *Wacky Darts*. The other compilation will be called *Seymour Superstar*, and, of course, will be a collection of all the games featuring the white lard-ball – *Seymour Goes To Hollywood*, *Seymour Saves the Planet*, *Wild West Seymour*, *Seymour Cyber Cop* and *Seymour Stuntman*.

ELSPA
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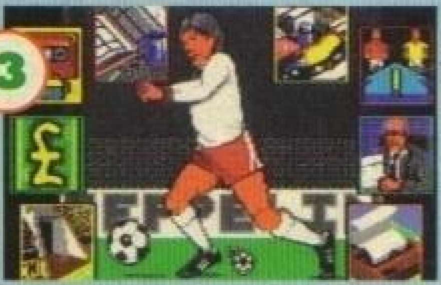
The CHARTS

1

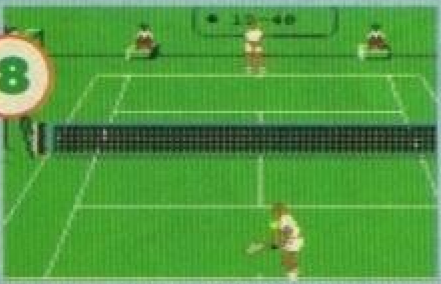
"Hasta La Vista – everybody!" Arnie beats off all-comers and retains his hold on the top spot. Gun-toting megadeath is obviously as popular as ever!

3



Can he be more canny than Kenny? Graeme Souness takes control of Liverpool and you take control of him! Will you be able to put them in the Leed?

8



The wonders of Wimbledon! Leap that net, sign that sponsorship deal, swear at the umpire, grunt a bit and, erm, play some tennis on the *Pro Tour*!

14

Remember when we all thought England had a chance (or even a half-decent football team)? Sob! Denmark have obviously been playing *Euro Footie Champ*!

18

Don't look, Amnesty International! Clyde and his fuzzy friends are having *Torture Trouble* at number 18 – still it's probably for the breath...

CF'S TOP 80 GAMES

1	ARNIE ▶	Zeppelin	£3.99	
2	RAINBOW ISLANDS ▶	Hit Squad	£3.99	
3	GRAEME SOUNESS SOCCER ▲ MANAGER	Zeppelin	£3.99	
4	ITALIA '90 ▼	Tronix	£3.99	
5	DIZZY DOWN THE RAPIDS ▲	CodeMasters	£3.99	
6	CHAMPIONSHIP WRESTLING ▲	Kixx	£3.99	
7	SUPER OFF ROAD ▼	Tronix	£3.99	
8	PRO TENNIS TOUR NEW	Hit Squad	£3.99	
9	F-16 COMBAT PILOT ▲	Action 16	£3.99	
10	GOLDEN AXE ▼	Tronix	£3.99	

11	Multimixx 1 Golf	Kixx	£4.99
12	Quattro Megastars	CodeMasters	£3.99
13	Bubble Bobble	Hit Squad	£3.99
14	European Football Champ	Domark	£10.99
15	Robocop	Hit Squad	£3.99
16	SCI	Ocean	£19.99
17	Championship 3D Snooker	Zeppelin	£3.99
18	Creatures 2	Thalamus	£10.99
19	Dizzy's Excellent Advent	CodeMasters	£9.99
20	Ultimate Golf	GBH	£4.99
21	The Addams Family	Ocean	£10.99
22	Lotus Turbo Challenge	GBH	£3.99
23	DJ Puff	CodeMasters	£3.99
24	New Zealand Story	Hit Squad	£3.99
25	International 3D Tennis	GBH	£3.99
26	WWF Wrestlemania	Ocean	£10.99
27	Manchester United	GBH	£3.99
28	Summer Camp	Kixx	£3.99
29	The Simpsons	Ocean	£10.99
30	Bubble Dizzy	CodeMasters	£3.99
31	Gunship	Kixx	£3.99
32	Emlyn Hughes Soccer	Touchdown	£3.99
33	Batman - The Movie	Hit Squad	£3.99
34	Quattro Skills	CodeMasters	£3.99
35	MicroProse Soccer	Kixx	£3.99
36	Robocop 2	Ocean	£19.99
37	Cartoon Specials	HI-TEC	£6.95
38	Turrican 2	Kixx	£3.99
39	James Pond 2 - Robocod	Millennium	£11.99
40	Big Box	Beau Jolly	£16.99
41	Turrican	Kixx	£3.99
42	Rick Dangerous	Kixx	£3.99
43	Treble Champions	E&J	£3.99
44	The World Cup	D&H Games	£3.99
45	Space Crusade	Gremlin	£10.99
46	American 3D Pool	Zeppelin	£3.99
47	Stunt Car Racer	Kixx	£3.99
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49	Double Dragon 2	Tronix	£3.99
50	Chase HQ	Hit Squad	£3.99
51	Hit Pack 1	Zeppelin	£3.99
52	4 Quattro Fighters	CodeMasters	£3.99
53	Multi-Player Soccer	Cult	£3.99
54	Dizzy Collection	CodeMasters	£9.99
55	Combat Pack 3	Zeppelin	£3.99
56	Slightly Magic	CodeMasters	£3.99
57	Test Master	E&J	£3.99
58	Shadow of the Beast (OC)	Ocean	£19.99
59	Quattro Fantastic	CodeMasters	£3.99
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61	Turbo Outrun	Kixx	£3.99
62	Multimixx 4	Kixx	£4.99
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66	Bod Squad	Zeppelin	£3.99
67	Cartoon Collection	CodeMasters	£9.99
68	Viz	Tronix	£4.99
69	Chevy Chase	HI-TEC	£3.99
70	International 5-A-Side	Zeppelin	£3.99
71	Pang	Ocean	£14.99
72	Strider	Kixx	£3.99
73	Road Runner	HI-TEC	£3.99
74	Midnight Residence	Hit Squad	£3.99
75	4 Game Pack	Atlantis	£3.99
76	Quattro Cartoon	CodeMasters	£3.99
77	World Cricket	Zeppelin	£3.99
78	Altered Beast	Hit Squad	£3.99
79	Navy Moves	Hit Squad	£3.99
80	Battle Command	Ocean	£14.99

THE KEY

GOING UP ▲
GOING DOWN ▼
NEW ENTRY NEW
STANDING STILL ▶

21

The Thing is, the *Addams Family* get left in the Lurch. It happens on Wednesday when they Go(mez) down to the Morticia(ns). (*That's Munsterously bad - Ed!*)

26

Still panda'ing to the tastes of millions, the spangly-tights and limited-vocabulary *WWF* brigade get hurled out of the top ten ring and down to row 21!

29

Did you know that superstar Lisa Simpson is rumoured to be a cruel parody of *CF*'s own resident mega-star Lisa Nicholls? Or that's what James said...

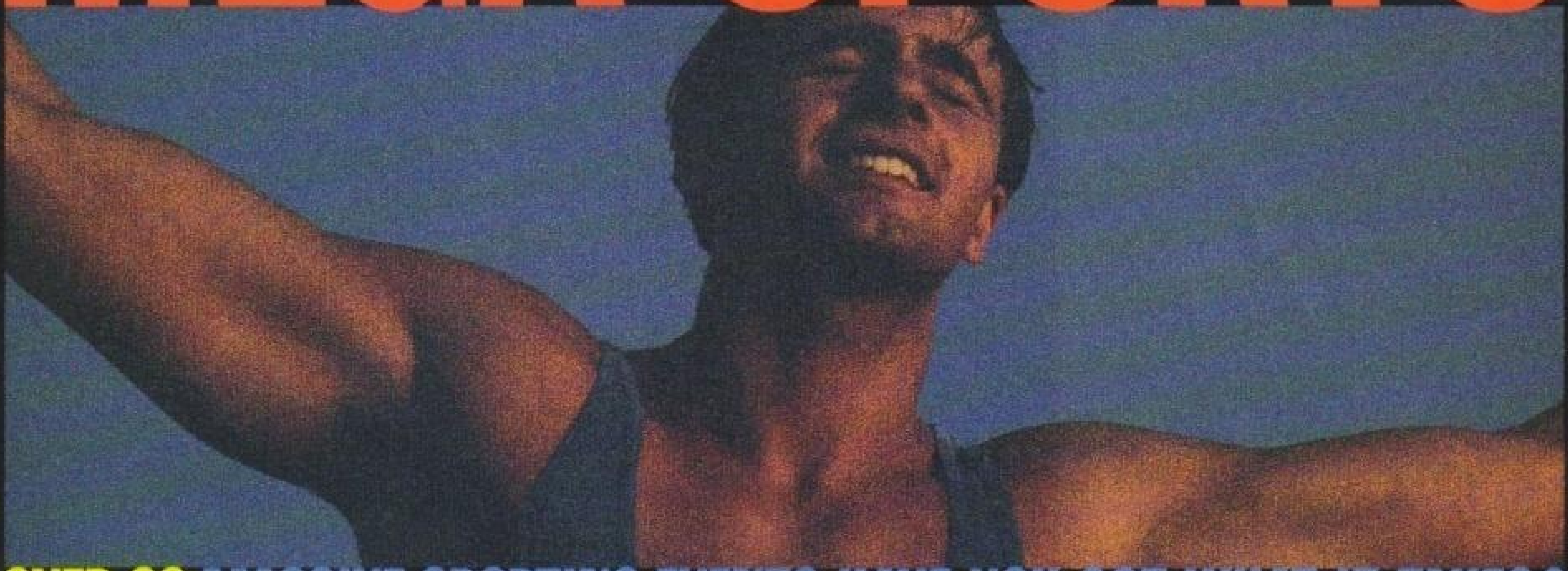
39

Lay down your fishing rods – you have 20 seconds to comply! *James Pond 2: RoboCod* looks set to be the future of fish enforcement as we know it.

45

Gene-stealers are nasty creatures. They bust into your game, shoot your Space Crusaders and then make off with your custom denims whilst whistling 60s hits!

MEGA SPORTS



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EARLY WARNING! SCANNER

THEY'RE COMING

It's true. There are plenty of new games belting towards your 64 at the speed of light (well, the speed of an office-full of laid-back programmers). So grab your tin hat and dive for cover!

LEMMINGS

Psygnosis

Waiting for this one has put years on the CF team. But our sources suggest it's well on the way now, so keep your eyes peeled. The tension mounts – on with the Lemming count.

CAPTAIN DYNAMO

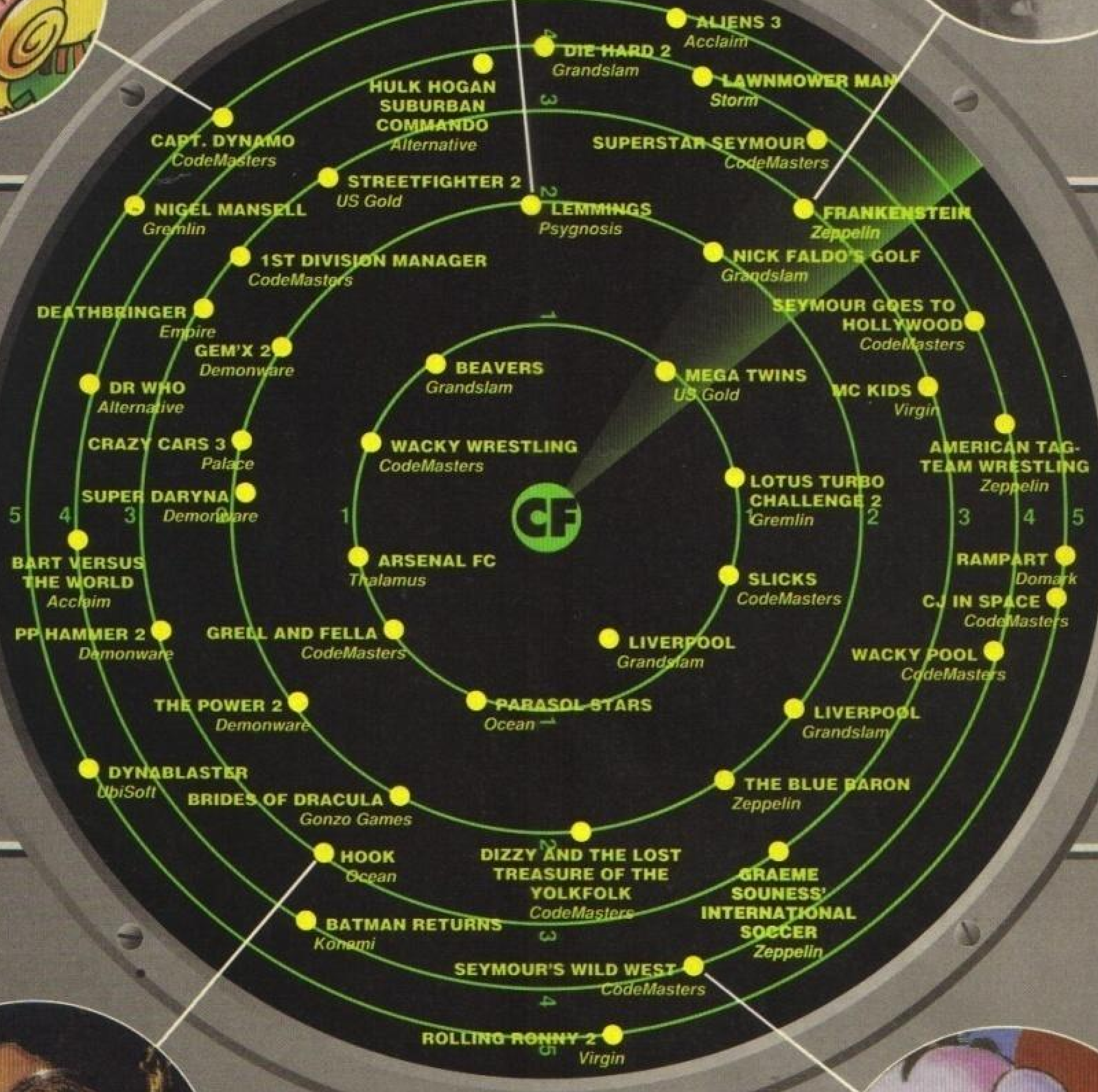
CodeMasters

No matter how many supheroes are created – there's always room for more. So stand by for the pixellated exploits of Capt. Dynamo!

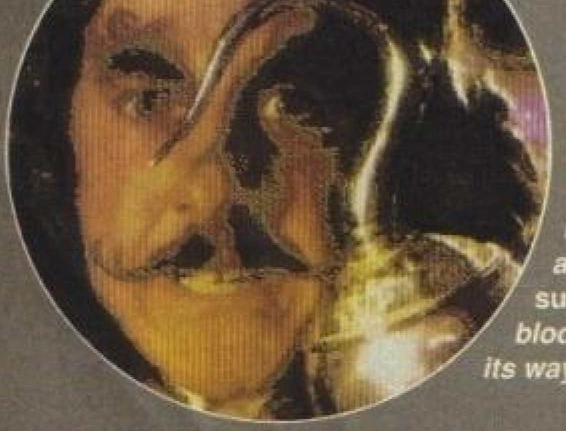
FRANKENSTEIN

Zeppelin

Why do people always confuse Prof. Frankenstein with his monster? (Cos they're stupid – Ed.)



ALIENS 3
Acclaim
DIE HARD 2
Grandslam
HULK HOGAN SUBURBAN COMMANDO
Alternative
LAWNMOWER MAN
Storm
CAPT. DYNAMO
CodeMasters
SUPERSTAR SEYMOUR
CodeMasters
STREETFIGHTER 2
US Gold
NIGEL MANSELL
Gremlin
LEMMINGS
Psygnosis
FRANKENSTEIN
Zeppelin
NICK FALDO'S GOLF
Grandslam
1ST DIVISION MANAGER
CodeMasters
DEATHBRINGER
Empire
SEYMOUR GOES TO HOLLYWOOD
CodeMasters
GEM'X 2
Demonware
BEAVERS
Grandslam
MEGA TWINS
US Gold
DR WHO
Alternative
MC KIDS
Virgin
CRAZY CARS 3
Palace
WACKY WRESTLING
CodeMasters
AMERICAN TAG-TEAM WRESTLING
Zeppelin
LOTUS TURBO CHALLENGE 2
Gremlin
SUPER DARYNA
Demonware
5 4 3 2 1
CF
1 2 3 4 5
BART VERSUS THE WORLD
Acclaim
ARSENAL FC
Thalamus
RAMPART
Domark
SLICKS
CodeMasters
CJ IN SPACE
CodeMasters
PP HAMMER 2
Demonware
GRELL AND FELLA
CodeMasters
LIVERPOOL
Grandslam
WACKY POOL
CodeMasters
THE POWER 2
Demonware
PARASOL STARS
Ocean
LIVERPOOL
Grandslam
DYNABLASTER
UbiSoft
BRIDES OF DRACULA
Gonzo Games
THE BLUE BARON
Zeppelin
HOOK
Ocean
DIZZY AND THE LOST TREASURE OF THE YOLKFOLK
CodeMasters
GRAEME SOUNESS' INTERNATIONAL SOCCER
Zeppelin
BATMAN RETURNS
Konami
SEYMOUR'S WILD WEST
CodeMasters
ROLLING RONNY 2
Virgin



HOOK

Ocean

Robin Williams, Julia Roberts, Bob Hoskins and Rutger Hauer (are you sure? – Ed) star in this block-buster. The game's on its way, so get excited NOW!

SEYMOUR'S WILD WEST

US Gold

He's a little lardball and he's having platform-related fun in the time when men were men, and they shot each other for it.

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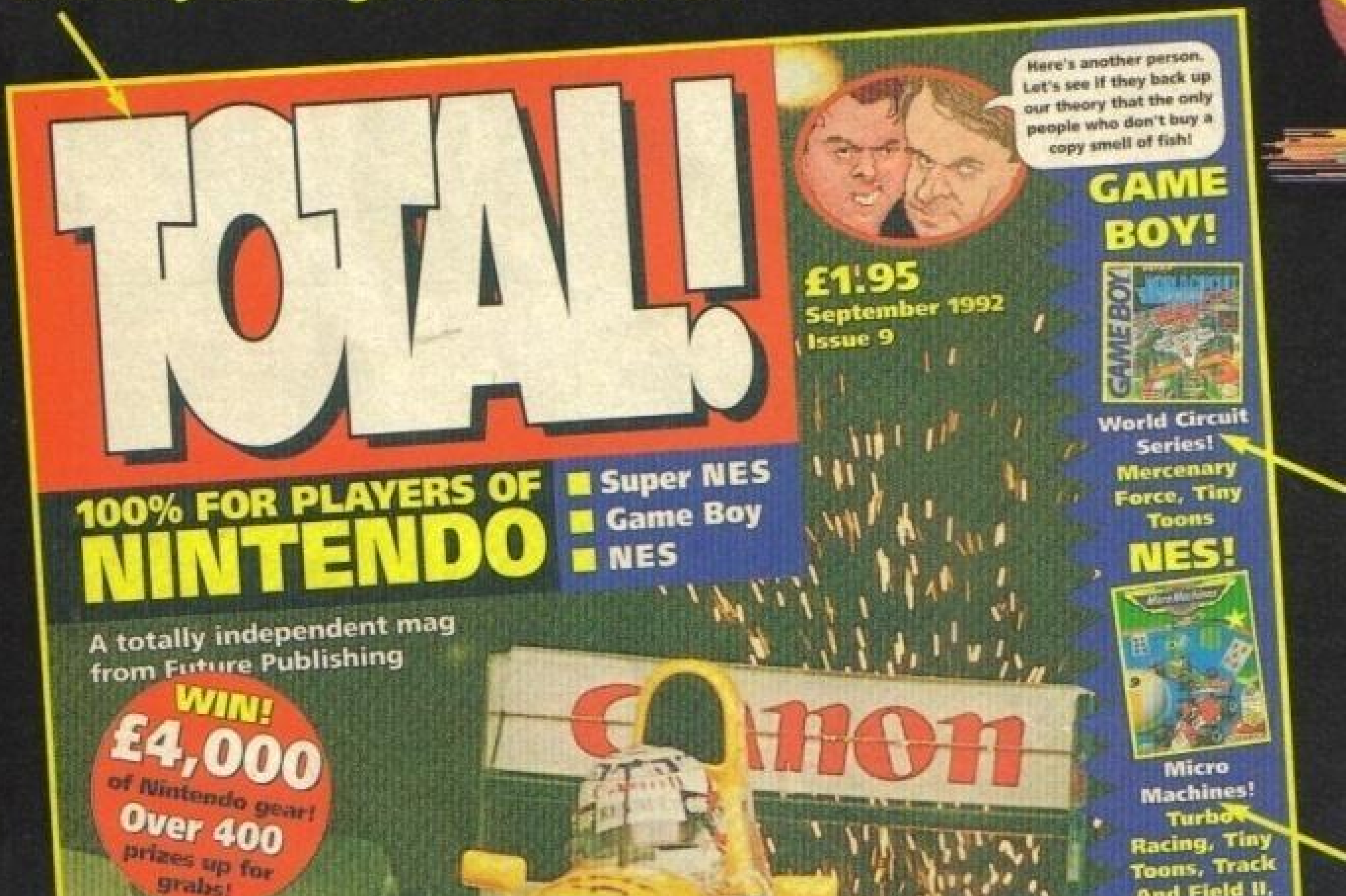
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Here's another person. Let's see if they back up our theory that the only people who don't buy a copy smell of fish!

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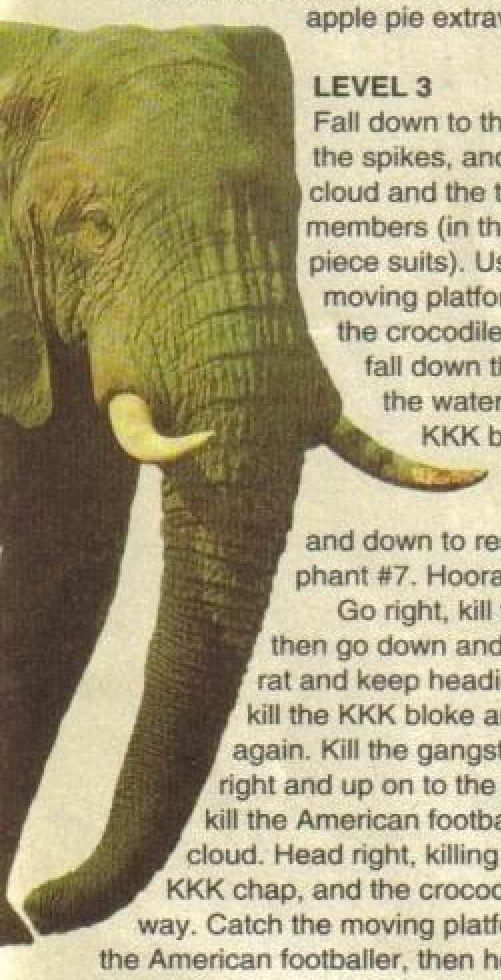
Andy Roberts'

Before: Arrgghh! No! You rotters. Oh, not again! After: Take that! Ha-hah! Die suckers. You too could have a complete makeover thanks to Andy Roberts' hints, tips and cheats treatment.

CJ IN THE USA

(CODEMASTERS)

Robert Brown steps into the limelight for the last time to bring you the solutions for the final two levels of this stars 'n' stripes, Ma's apple pie extravaganza.



LEVEL 3

Fall down to the left, avoid the spikes, and kill the cloud and the two KKK members (in their three-piece suits). Use the two moving platforms to get to the crocodile, kill it, then fall down the hole into the waterfall. Kill the KKK beastie and the rat, then head left and down to rescue elephant #7. Hoorah!

Go right, kill the crocodile, then go down and left. Kill the rat and keep heading left, then kill the KKK bloke and fall down again. Kill the gangster, then go right and up on to the bridge and kill the American footballer and the cloud. Head right, killing the cop, the KKK chap, and the crocodile on your way. Catch the moving platform and kill the American footballer, then head up and right – jump right and you should land on the bridge. Dispose of the KKK peep and the American footballer, go right and up, then kill the snake and the KKK-type person. Go on to that platform and drop down to save elephant #8. Simply dumbo-tabulous!

Go back up to the left, go up and drop down the gap, then continue up the next part and fall down the next 'tube'. Go down again and head right, killing the snake and the crocodile as you progress. Now go up and left and kill the yellow guy, then head up and right and kill the dogs you encounter. Continue climbing then head left and catch the lift. Jump left from the lift, and continue until you reach elephant #9.

Go as far right as possible until you reach the highest platform. Jump to the right, kill the rat, the KKK chappie and the gangster. Now head to the right and kill the dog, then make your descent to reach the end of the level.

LEVEL4

Jump on to the first moving platform, and then on to the second. Now jump on to the blocks, from there on to the next moving platform and then to the right. Fall down the gap, kill the cloud, then jump on to the moving platform. Head left and up using the blocks, then jump left from here to land between some spikes. Go up, left, and then down through the gap at the bottom. Kill the American footballer and the snake, then head right and up until you reach some floating spikes. Go right, kill the crocodile, then go right up the steps. Walk right, disposing of the American footballer and the rat as you progress. Get on the moving platform, then off again at the top. Kill the crocodile, go left and down, then continue left and go to the tower. Get on the lift and jump right just before the spikes to save elephant #10.

Jump right from this platform to land (just about) on a step. Go right and down, kill the American footballer and the two cops, then go right and down the hole. Go down, avoiding the spikes as before, and kill the crocodile, the dog, and any other enemies around. Go right, kill the astronaut and the caveman, then go up, left, and up again – you should be near the Space Shuttle. Head upwards and kill the rat and the crocodile, then walk right and hop on to the moving platform. Get off at the top, head left, then shoot the dog and climb up using the two platforms. Kill the three gangsters, go right, kill the American footballer, then go right again and kersplat the snake. Keep going right until you reach the highest block, jump right and kill the two astronauts, then save elephant #11.

Fall down the gap at the right-hand side of the screen, then walk left to save the last elephant. All you have to do now is fall down the gap to the left to face the final guardian (bomb his crates for bonus points) and hopefully complete the game!

FREE SOFTWARE ALERT!

This month's lucky blighter is Hasse Hansen, and he'll shortly be receiving one of our much sought-after software vouchers for sending in his handy Action Replay POKEs. Fancy a slice of the action? Then send your maps, tips, POKEs and cheats to; Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

INTO INFINITY

Here's another bumper stash of Action Replay POKEs, courtesy of Danish hacker Hasse Hansen. To use the POKEs simply freeze the game, press 'E' to enter the POKEs, and then restart the game using F3. Poketabulous, poke-pickers!

AUGIE DOGGIE & DOGGIE DADDY

(HI-TEC)

```
POKE 3015,173 - Infinite lives
POKE 35525,173 - Infinite time
```

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POKE 6395,173 - Infinite lives
POKE 20484,173 - Infinite energy
POKE 26773,173 - Infinite time
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SPACE GUN

(OCEAN)

```
POKE 12243,165
POKE 12258,165 - Infinite energy
POKE 14683,165 - Infinite credits
POKE 6221,181 - Infinite weaponry
```

INDY HEAT

(STORM)

```
POKE 16739,189 -  Infinite credits
POKE 13086,189 -  Infinite turbo,
                  player 1
POKE 13194,189 -  Infinite turbo,
                  player 2
```

DEAR GAME BUSTERS

Problems with POKEs and listings? Can't get one of our cheats to work? Then drop us a line at Dear Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. This month's enquiry comes from Mr J Paterson of Glasgow...

"After buying a C64 for my daughter, I have taken an interest myself. I buy your magazine, and look forward to the games tips and POKEs. In *CF16* a POKE was given for the cartridge *Flimbo's Quest*. I have tried everything but have failed to enter the POKE into the C64 once the cartridge has loaded. Can you explain how to do it, please."

This is an example of the many letters I have received concerning cartridge games and POKEs. Let me make one thing patently clear: YOU CANNOT POKE A CARTRIDGE GAME! The only way to cheat on such games is to use the cheat mode, but, alas, not every cartridge game has one. The POKE you refer to was part of a Cartridge POKEs Frenzy feature, and all of the listed POKEs require an Action Replay cartridge to implement. Cartridge POKEs are for use with Action Replay cartridges – they are not for use on cartridge games (no matter how hard you try).

SPACE C

There's nothing like a bit of role playing – apart from the real thing that is. But unless you have a hi-tech armoury in your shed and a few aliens invading your street, Space Crusade is the best alternative you're going to get. Cadet training officer Andy Roberts takes you through the first part of our comprehensive guide to crusading survival.

BEGINNERS' TIPS

- Familiarise yourself thoroughly with the layout of the controls, what each icon does and the way you have to control your marines – there's no substitute for practice.
- Make sure that you move EVERY one of your marines off the docking claw at the start of the game, as any that are left behind cannot take part in the mission.
- Avoid bunching your men together, as the computer player often draws 'Booby Trap' cards just when you least expect it.
- On the other hand, don't be tempted to split your marines up into individual men – they are much more effective as a team.
- Use your scan facility to full advantage, triggering it at the end of your turn and investigate any new 'blips' that appear.
- Plan your route to the primary mission goal, and stick to it.
- Note that an unidentified square can move five spaces regardless of what it is. When it comes into view, it can then move its designated amount.

ALIEN EVENT CARDS

There are 13 different Alien Event Cards. They come into play at the beginning of each of the aliens' moves and most of them work against you. But there are a few which can make or break the mission, so here's a quick run-down of the ones to look out for…

- ANDROID FAULT – No androids or Dreadnoughts may move during the next turn, which is handy if you've just tried to kill the Dreadnought.

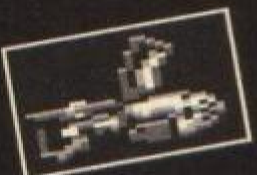
- MASTER CONTROLS – This is more useful than you may at first think – ANY of your marines can open and close ANY number of doors on their turn, and bear in mind that anything stood in a doorway will be killed instantly if that door is closed... Are you getting the picture? Let me make things a bit clearer for the slower amongst you – if a Dreadnought ends its turn standing in a doorway, simply close the door. It works beautifully.

- PSYCHIC ATTACK – No Gretchins or Orks may move on the next turn if this card appears. This is useful if there are a load of the beasties in close proximity – just shoot 'em or run like hell.

WEAPONS

- BOLT PISTOL (TWO LIGHT WEAPONS DICE) – This weapon, and let's be fair to it, is utter rubbish. Although it has quite an extensive range, the light weapons dice prevent it from doing any real damage. The real pity is that the blokes who carry the heavy weapons get killed off first! If you need someone to send ahead of the pack, choose this fella. Oh, and never attempt to use this on the Dreadnought.

- ASSAULT CANNON (TWO HEAVY WEAPONS DICE) – From Mission Two onwards, this weapon can be vital to your marine chapter's survival. The number rolled on the dice can be split up and used to dispose of any visible aliens, which is especially handy when the room is seething with other life-forms. It's also quite effective when fired at the dreadnought, provided you roll high enough.



- MISSILE LAUNCHER (TWO HEAVY WEAPONS DICE) – This can also destroy multiple targets, as long as they are confined in a three-by-three block. Again, this is extremely effective when the room becomes a little 'crowded' (especially when Mr Dreadnought appears). The blast area of the weapon can be pretty dangerous – providing you roll high enough, any of your marines caught in this blast area will be killed as well, so be sure to check before you fire.

- PLASMA GUN (TWO HEAVY WEAPONS DICE) This is an extremely useful weapon to have, so it's a good idea to make sure that you have at least one of them. Its ability to destroy several aliens with one blast can be life-saving, especially in long corridors, but it is particularly effective on the Dreadnought (you can shoot at both of its guns).

THE CAST OF ALIENS

RUBBLE

Armour Value: 0

Comment: Not exactly the most deadly of opponents, but it's often necessary to blast the odd boulder or two when the path ahead is blocked. In the heat of the battle, use your Bolt Pistol to remove them (in order to conserve your heavy weapons for any real dangers that might be lurking).

EGGS

Armour Value: 0

Comment: These can spell disaster if they are left to hatch, as they release Soul Suckers at the most alarming rate. Waste no time in disposing of them, and if you can spare the moves, destroy them BEFORE you attempt to complete the Primary Mission.

GRETCHIN

Armour Value: 0

Movement: 8

Firepower: 2LWD

Hand-to-Hand: 1LWD

Comment: Although he has a light weapon, the Gretchin will always attack hand-to-hand (and usually fails dismally). Destroy them if necessary, but don't go out of your way to do so.

RUSADE

ORK

Armour Value: 1
Movement: 6
Firepower: 2LWD
Hand-to-Hand: 2LWD

Comment: This chap also prefers hand-to-hand combat, but occasionally shoots when there are many marines close together. He has a high movement range, so kill him as opposed to running away.

ANDROID

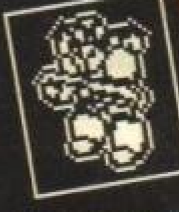
Armour Value: 2
Movement: 4
Firepower: 3LWD
Hand-to-Hand: 2HWD

Comment: This is one real mean dude, so watch out! If the room is crowded, he will opt for hand-to-hand combat. Otherwise, dispose of the artificial adversary as soon as possible, as he shoots at close range and frequently kills.

CHAOS MARINE

Armour Value: 2
Movement: 6 (4 with heavy weapon)
Firepower: 2LWD
Hand-to-Hand: 2LWD

Comment: Not as tough as the Chaos Commander, but don't reckon that they're the lowest form of marine life – they often appear in groups, and attack in hand-to-hand combat with alarming consequences.



CHAOS COMMANDER

Armour Value: 2
Movement: 6
Firepower: 2HWD
Hand-to-Hand: 2LWD

Comment: These tend to appear when you least expect it, and will stop at nothing to destroy all of your heavy weapon-bearing marines. Use your Commander to destroy him, as he has less chance of biting the dust.

SOUL SUCKER

Armour Value: 3
Movement: 8
Firepower: None
Hand-to-Hand: 2HWD

Comment: Tricky and formidable opponents, these will always attempt hand-to-hand combat. Careful positioning of your men may prevent this, but try to dispose of them before they get they get the opportunity (see EGGS).

DREAD-NOUGHT

Armour Value: 4
Movement: 4
Firepower:
2 x 2LWD & 2HWD
Hand-to-Hand:
2HWD & 2LWD

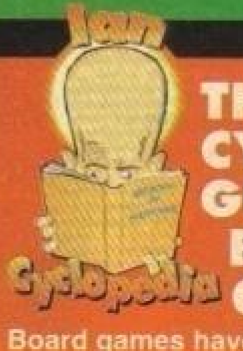
Comment: This is one MEAN dude! Although he cannot move very far, his awesome firepower more than compensates for this. Only your Commander should engage in hand-to-hand combat (provided he has some decent hand-to-hand weapons), and only as a last resort. There is an easy way of killing it, though, so see ALIEN EVENT CARDS for more information.

FURTHER BRIEFING

This information should help you out if you are just starting the game, and at our second briefing next month we will be going into even greater detail, and studying some top secret maps that we have pieced together from information gleaned by our spies. See you there.

DICE EXPLAINED

The light weapons dice are six-sided, and each comprise four fails (zero, in other words), a 2 and a 1. Therefore, the best score you can roll is a 2, and you have a greater chance of failure. The heavy weapons dice are also six-sided, each comprising two fails, two 1s, a 2 and a 3. This means that there is less chance of failure and the maximum score is 3.



THE IAN CYCLOPEDIA GUIDE TO BOARD GAMES

Board games have been around for many years. Indeed, some probably date from the last century. *Monopoly*™ is a famous game which was initially based in Atlantic City, New Jersey. Of course, you can get sets which feature London, Paris and somewhere in Germany as well.

Space Crusade, from MB Games is a different idea altogether. Here you control a team of space-based marines, whilst another player controls the aliens who are fighting them.

Risk is another board game which features fighting, of the world war variety. I received a hand-written note recently which informed me that Trenton is the current Somerset and Avon champion at *Risk*, and that any potential challengers could, "come and have a go if they think they're hard enough."

One board game that failed to catch on was *The Sound of Music*™. In it you played the von Trapps, and you had to try and escape from the Nazi forces by identifying snippets of alpine horn music to make them look culturally inferior.

The new winter wear collection for Space Crusaders was shown in Paris this month and met with acclaim from the Uranian fashion critics.

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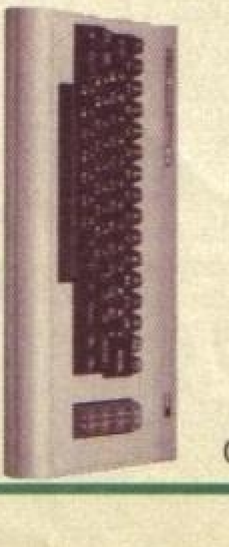

CF

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VENDETTA

THE SOLUTION – PART ONE

It may not be acceptable in certain social circles (especially the ones Lisa moves in) but bloody senseless killing is what Vendetta is all about. So if you want to boost the body count, Andy Roberts presents the surefire formula for ultimate devastation.

LEVEL 1 – DOCKLAND WAREHOUSE

The first point to bear in mind is combat; most of the enemies on this level are unarmed, so use your knife to its full advantage. Don't be tempted to use the Kalashnikov/Uzi on unarmed men – it's often better to use the knife and conserve ammo for the armed adversaries. Those are the general tips, so let's get down to details:

At the very start of the level the first things you need to do is collect the WIRE CUTTERS then kick the door to open it. Go through the door, collect the KALASHNIKOV, the AMMUNITION and the three GRENADES. Leave the room, select the KALASHNIKOV, then take the right-hand exit. Kill the armed terrorist, go right into the next screen, then switch to FISTS and climb up the ladder.

Kick the door open as before and go into the next room. Collect the RED VIDEO, the MAP and the FLOPPY DISK, then take the right-hand door into the next room. Collect the BLUE VIDEO and COMPUTER MANUAL, then walk up to the computer on the desk. Activate the COMPUTER MANUAL, then press fire (next to the computer) to bring up a binary code; note this down. Now activate the FLOPPY DISK and press fire again and enter the binary code you noted down; this secures you the WEAPONS CARD you're going to need for the driving sections.

Take the right-hand exit and collect the UZI, then take the right-hand door again into the next room. Top up your ammunition here (if necessary), then collect the CAR KEYS. Activate the RED VIDEOTAPE and stick it in the video player, then repeat the process with the BLUE one. The red tape will display a System 3 logo, the other a girl's face; this is vital evidence. (Trust me, I'm a journalist… oh, well, trust me anyway.)

Go through the right door with your UZI at the ready, blast the terrorist and collect the NECKLACE from beside the mattress. Now work your way back through the rooms until you are on the balcony again. Switch to FISTS, climb down the ladder, then select the KALASHNIKOV and take the right-hand exit. When the terrorist appears blast the living daylights (whatever they are) out of him, then collect the BODY ARMOUR. Activate the CAR KEYS and walk up to the Ferrari F40 – press fire to roar off to...

LEVEL 2 – DRIVING SECTION

The driving sections are very, very difficult at first, so thorough practice is recommended. The only threat is the time limit, but if you play the adventure sections properly you should have plenty of time to complete the game. Keep your speed down initially, especially when going around bends – it's all too easy to skid off the road.

On the whole, keep the ground missiles selected, as there are more cars than helicopters (and the helicopters' missiles are easily dodged anyway). If you get caught by the police, simply select the item which he asks you for in your inventory (you DID collect all the necessary objects, didn't you?) and he'll leave you alone. Above all, enjoy the ride – it's going to get a heck of a lot more difficult!

LEVEL 3 – ARMY BARRACKS

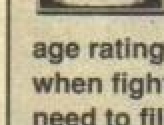
The action is hotting up a little now, and virtually every terrorist is armed, so top up your ammo at every opportunity. Here we go:

Kick the door open and enter the building. Pick up the RANSOM NOTE from the table with the PC on it, then collect the HANDBAG from the upper-left table. (Note – these objects may already be in your inventory, owing to a bug in the program, so check before you try to collect them). Finally, collect the MAP from the filing cabinet.

Leave the room, take the right-hand path into the next screen, then follow the path around, blast the terrorist and enter the next screen (don't enter the building). Here you meet a guy in a bunker; the safest way to kill him is to stand in the shadows and lob a

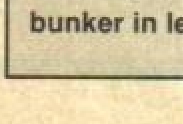
GETTING DOWN TO SOME SERIOUS DAMAGE

The weapons you've got and how to use them…



FIST – The weakest of all, this should only be used for picking up objects, using objects and kicking doors open (don't ask – just accept that that's the way things are in this game). Hand-to-hand combat is tricky, tiresome and potentially lethal; use the knife instead.

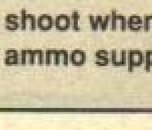
KNIFE – When you've run out of ammunition, the knife is by far the best method of killing terrorists. It has a higher damage rating than fists, so *always* use it when fighting hand-to-hand. And if you need to fillet a haddock in an emergency, it's a godsend.



GRENADES – Ironically, there is only one situation in the game which actually requires the use of grenades (the bunker in level three, to be precise). Don't try to use them on any other armed terrorists – grenades move very slowly, and you'll probably get shot to pieces before they get a chance to explode!

KALASHNIKOV

KALASHNIKOV – Devastating to say the least. Use this to dispose of any armed guards you encounter, switching to the UZI only when you run out ammo or meet a particularly tough bloke (see below). Apart from that, reload whenever possible and use ammo sparingly.



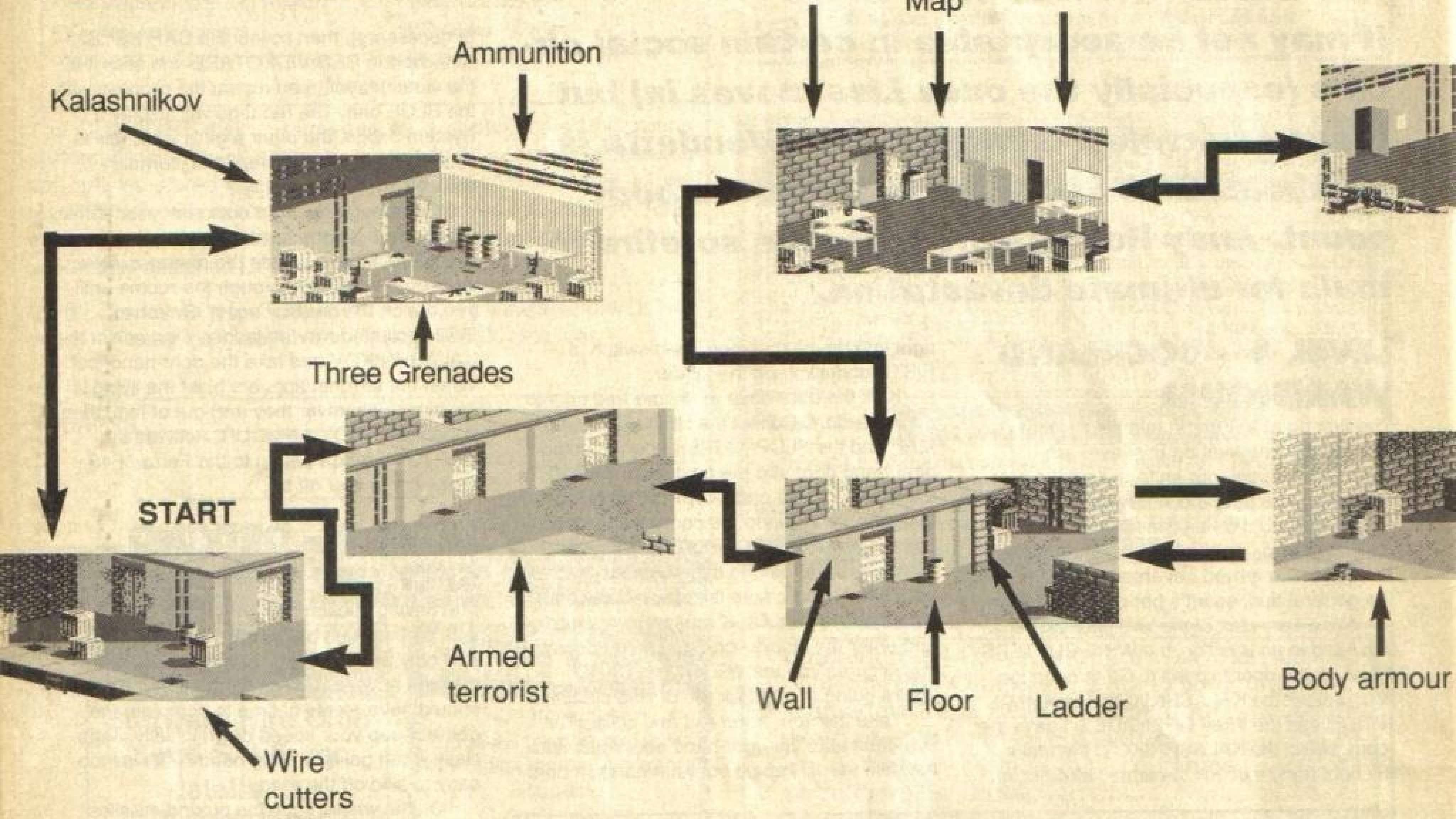
UZI 9MM – This is particularly handy for disposing of the harder-than-usual terrorists which hang around at the end of levels. It tends to eat up the ammo at a voracious rate (matched only by James in a chinese takeaway) so only shoot when shot at. Again, top up your ammo supply at every opportunity.

grenade in his direction. When safe, collect the ammo from the barrels, then follow the path and exit to the right with the UZI at the ready. Run towards the terrorist and shoot him repeatedly (you CANNOT run off the screen until he is dead). Climb up the ladder and collect the ammo if necessary, then take the upper-left exit.

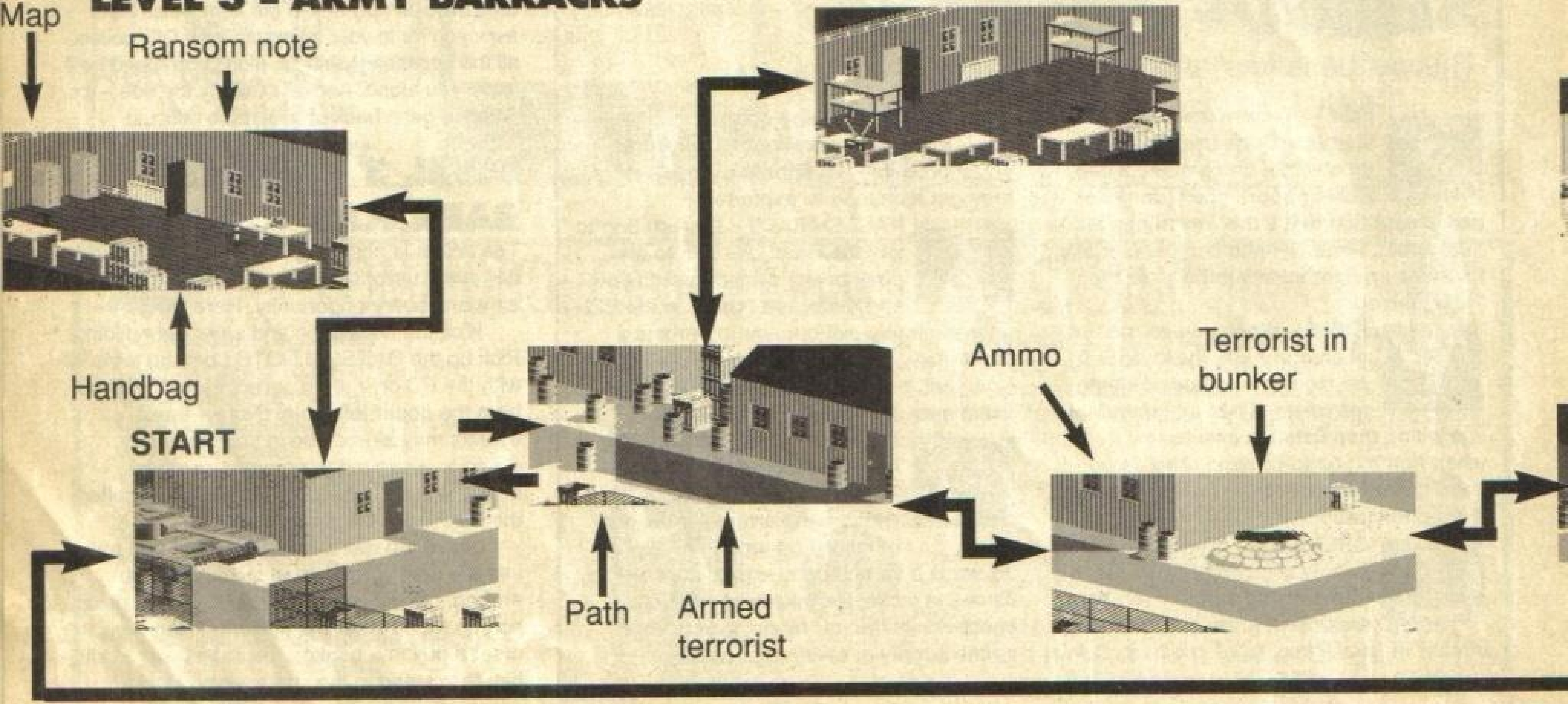
From here go right into the next screen (although you can enter the building and collect the ammo if you want to). Kill the terrorist and enter the silo, blast the guy inside and collect the SHOES from beside the mattress (again, these may already be in your inventory). Leave the silo, then take the top-left exit back to the start screen. Activate the KEYS and approach the Ferrari F40 as before to complete the level.

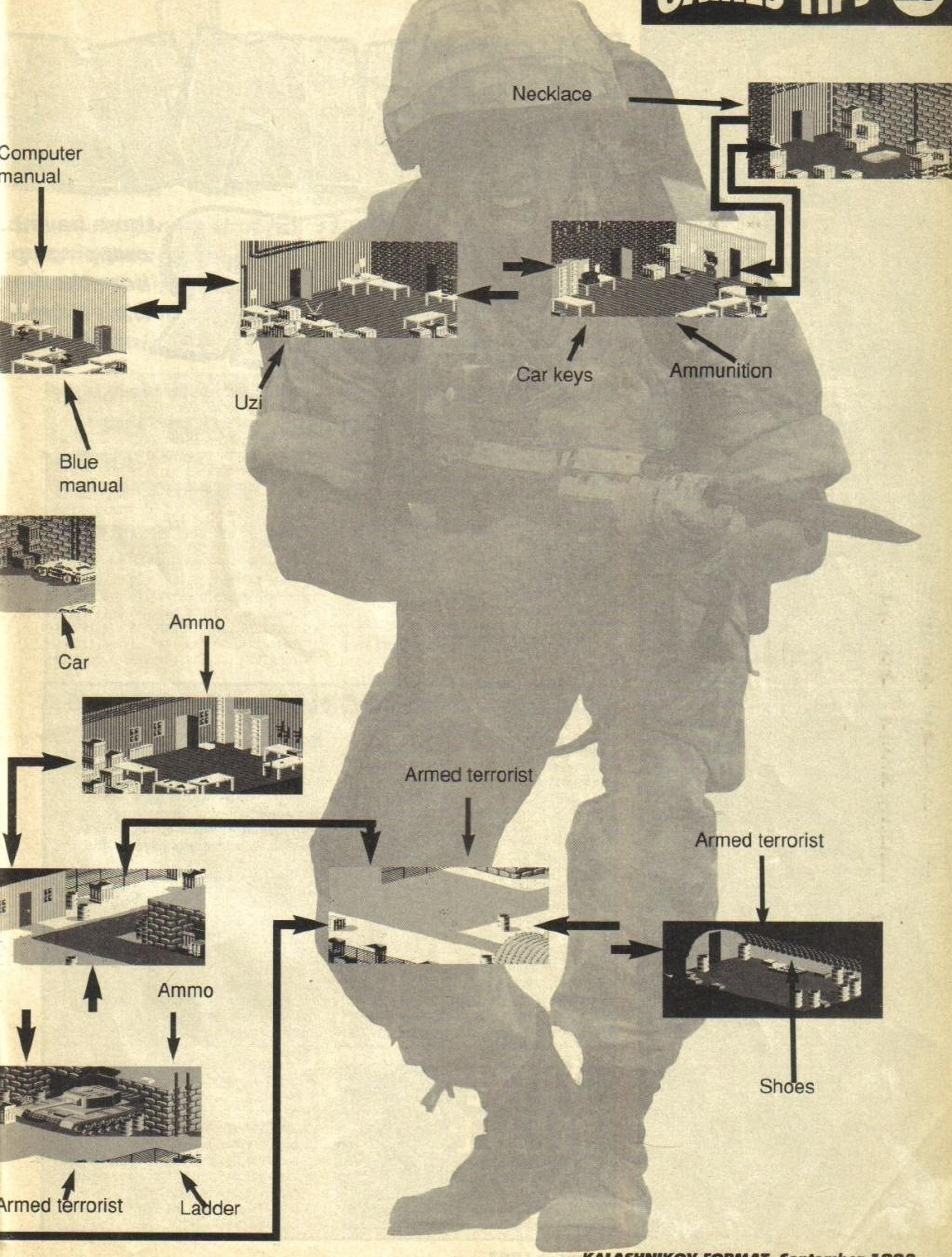
That's all for this month, but don't worry if you only last 10 seconds after this point because we'll be back next issue with a stack of maps and tips for the final challenging levels. Keep 'em peeled ('cos we've got a great recipe for garlic and Pepsi crisps coming up) and look out for *Vendetta* – The Solution Part Two coming in just 2,678,400 seconds (or thereabouts).

LEVEL 1 – DOCKLAND WAREHOUSE


Red video
Map
Floppy disk
Ammunition
Kalashnikov
Three Grenades
START
Armed terrorist
Wire cutters
Wall
Floor
Ladder
Body armour

LEVEL 3 – ARMY BARRACKS


Map
Ransom note
Handbag
START
Path
Armed terrorist
Ammo
Terrorist in bunker


Necklace
Computer manual
Uzi
Car keys
Ammunition
Blue manual
Car
Ammo
Armed terrorist
Armed terrorist
Ammo
Shoes
Armed terrorist
Ladder

SAMARITA CORNER

there have be
cropping up
here the Gar
Clair Raynor
up of those

SMASH TV

(OCEAN)

If the maps and tips we gave you for this excellent shoot-'em-up in *CF*17 weren't enough, try this brilliant listing for infinite lives, unlimited use of weapons, and permanent invincibility to boot. Smashin'.

Oh no, we're being attcked by a lego city! Find a settee to stuff it down the back of.

```
0 REM SMASH TV CHEAT BY M PUGH
1 FOR X=520 TO 619:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=285 TO 322:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C15779 THEN PRINT "DATA ERROR":END
4 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 309,141
5 INPUT "INFINITE WEAPONS Y/N";B$:IF
B$="Y" THEN POKE 312,141
6 INPUT "INVINCIBILITY Y/N";C$:IF C$"Y"
THEN POKE 315,141
7 POKE 157,128:SYS 520
10 DATA 032,044,247,160,017,140,064,003
11 DATA 136,140,062,003,032,108,245,169
12 DATA 032,141,233,016,169,061,141,234
13 DATA 016,169,002,141,235,016,162,157
14 DATA 189,158,016,157,158,002,202,208
15 DATA 247,169,166,141,020,003,169,002
16 DATA 141,021,003,208,254,141,013,220
17 DATA 072,169,032,141,240,003,169,082
18 DATA 141,241,003,169,002,141,242,003
19 DATA 104,096,169,093,141,230,240,169
20 DATA 002,141,231,240,096,095,002,169
21 DATA 032,141,099,251,169,001,141,100
22 DATA 251,108,022,000,072,077,080,169
23 DATA 032,141,015,010,169,050,141,016
24 DATA 010,169,001,141,017,010,076,000
25 DATA 008,072,169,165,174,003,164,174
26 DATA 211,174,233,163,104,141,032,208
27 DATA 096
```

SHADOW DANCER

(US GOLD)

Choices, choices, and more choices – this listing supplies you with healthy stacks of the things, making *Shadow Dancer* a veritable pushover. Note that if you choose invincibility and infinite magic together you will only get invincibility.

```
0 REM SHADOW DANCER CHEAT BY M PUGH
1 FOR X=525 TO 575:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=65472 TO 65492:READ
Y:C=C+Y:POKE X,Y:NEXT
3 IF C8836 THEN PRINT "DATA ERROR":END
4 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 65474,141
5 INPUT "INFINITE CREDITS Y/N";B$:IF
B$="Y" THEN POKE 65477,141
6 INPUT "INFINITE TIME Y/N";C$:IF
C$="Y" THEN POKE 65480,141
7 INPUT "INFINITE MAGIC Y/N";D$:IF
D$="Y" THEN POKE 65483,141
8 INPUT "INVINCIBILITY Y/N";E$:IF
E$="Y" THEN POKE 65486,141
9 POKE 157,128:SYS 525
10 DATA 032,086,245,169,024,141,086,009
11 DATA 169,078,141,088,009,076,016,008
12 DATA 072,077,080,238,032,208,169,046
13 DATA 141,193,201,169,002,141,194,201
14 DATA 096,169,032,141,170,076,169,192
15 DATA 141,171,076,169,255,141,172,076
16 DATA 076,128,072,169,173,174,167,066
17 DATA 174,129,039,174,153,064,174,199
18 DATA 028,174,123,084,173,032,208,096
```

PUSHING ARNIE AS HARD AS YOU LIKE

TERMINATOR 2 (OCEAN)

Proving a bit tricky for you, this one, isn't it? So if you were found wanting on Judgement Day, this listing should save you from purgatory. Type it in and RUN it for infinite energy.

```
0 REM TERMINATOR 2 CHEAT BY M PUGH
1 FOR X=516 TO 583:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C7249 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
10 DATA 032,086,245,169,021,141,249,003
11 DATA 169,002,141,250,003,096,072,077
12 DATA 080,169,034,141,037,004,169,002
13 DATA 141,038,004,076,007,004,169,059
14 DATA 141,132,193,169,002,141,137,193
15 DATA 076,000,192,169,063,133,033,133
16 DATA 034,133,035,189,047,240,096,169
17 DATA 032,141,241,224,169,002,141,243
18 DATA 224,076,000,016
```

TOTAL RECALL

Sorry, where was I...?

TOTAL RECALL (OCEAN)

Another Ocean/Arnie game causing more than its fair share of anguish is *Total Recall*, which is why this menu listing should come in very handy. Oh, and by the way, the CHEAT MODE option activates the... er... cheat mode (printed in *CF*16).

```
0 REM TOTAL RECALL CHEAT BY M PUGH
1 FOR X=346 TO 419:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C8452 THEN PRINT "DATA ERROR":END
3 INPUT "CHEAT MODE Y/N";A$:IF A$="Y"
THEN POKE 385,141
4 INPUT "INFINITE CONTINUES Y/N";B$:IF
B$="Y" THEN POKE 390,141
5 INPUT "INFINITE TIME Y/N";C$:IF C$="Y"
THEN POKE 393,141
6 INPUT "INVINCIBILITY Y/N";D$:IF D$="Y"
THEN POKE 412,112
7 POKE 157,128:SYS 346
10 DATA 032,086,245,169,032,141,186,003
11 DATA 169,155,141,187,003,169,001,141
12 DATA 188,003,096,072,077,080,169,032
13 DATA 141,114,044,169,143,141,115,044
14 DATA 169,001,141,116,044,169,001,174
15 DATA 225,046,169,173,174,173,048,174
16 DATA 221,045,076,018,001,169,014,141
17 DATA 130,060,141,131,060,173,213,046
18 DATA 096,169,127,141,212,009,238,032
19 DATA 208,096
```

N'S

Either the games are getting tougher or you lot are getting older and your reflexes are slowing down. We'll give you the benefit of the doubt, 'cos

en certain games that have been n your letters again and again. So ebusters team refreshes the parts cannot reach in a bumper round- axing toughies.

If I'm not mistaken Robin, then I must be Miss Tanzanier 1932.

HOLY INVINCIBILITY – LISTED CAPERS

BATMAN THE CAPED CRUSADER

(HIT SQUAD)

Holy low down cheats, Batman (© Clichéd Batman Intros 1968). Here's an 'infinite everything' POKE for the re-release version of this rather splendid arcade adventure, which works on both the Penguin and Joker plots.

```
0 REM BAT BLOKE CHEAT BY M PUGH
1 FOR X=8192 TO 8318:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=400 TO 420:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C17878 THEN PRINT "DATA ERROR":END
4 POKE 157,128:SYS 8192
10 DATA 032,086,245,169,017,141,215,002
11 DATA 169,032,141,216,002,096,072,077
12 DATA 080,169,030,141,120,193,169,032
13 DATA 141,121,193,076,000,192,072,169
14 DATA 045,141,128,192,169,032,141,129
15 DATA 192,104,076,130,192,047,032,072
16 DATA 165,173,201,196,240,004,104,108
17 DATA 172,000,169,076,141,026,196,169
18 DATA 096,141,027,196,169,032,141,028
19 DATA 196,169,172,141,128,192,169,000
20 DATA 141,129,192,169,130,141,120,193
21 DATA 169,192,141,121,193,108,172,000
22 DATA 169,112,141,158,196,169,032,141
23 DATA 159,196,120,169,047,076,029,196
24 DATA 114,032,169,144,141,092,001,169
25 DATA 001,141,093,001,108,121,000,162
26 DATA 181,173,159,125,201,214,208,006
27 DATA 142,159,125,076,032,006,142,210
28 DATA 126,076,032,006
```

BATMAN THE MOVIE

(HIT SQUAD)

And for the re-release of this corking cowl caper, type in this listing and RUN it for a variety of cheats (but you can still be killed by falling from a great height – so don't).

```
0 REM BATMAN MOVIE CHEAT BY M PUGH
1 FOR X=345 TO 400:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C5682 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 379,141
4 INPUT "INFINITE TIME Y/N";B$:IF B$="Y"
THEN POKE 382,141
5 INPUT "INVINCIBILITY Y/N";C$:IF C$="Y"
THEN POKE 385,141:POKE 390,141
6 POKE 157,128:SYS 345
10 DATA 032,086,245,169,032,141,084,003
11 DATA 141,156,020,169,001,141,086,003
12 DATA 141,158,020,169,120,141,085,003
13 DATA 141,157,020,096,072,077,080,072
14 DATA 169,173,172,131,018,172,069,019
15 DATA 172,071,018,169,096,172,013,249
16 DATA 032,092,001,104,173,032,208,096
```

NARC

(OCEAN)

Winners don't use drugs, but they do use the odd infinite credits and ammunition listing.

```
0 REM NARC CHEAT BY WAZ
1 FOR X=336 TO 386:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C4751 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE CREDITS Y/N";A$:IF
A$="N" THEN POKE 369,147
4 INPUT "INFINITE BULLETS Y/N";B$:IF
B$="N" THEN POKE 377,92
5 POKE 157,128:SYS 336
10 DATA 032,104,225,169,099,141,115,008
11 DATA 169,001,141,116,008,076,016,008
12 DATA 087,065,090,169,112,141,050,049
13 DATA 169,001,141,051,049,076,048,008
14 DATA 169,240,141,135,063,141,046,064
15 DATA 169,093,141,206,055,141,032,084
16 DATA 076,013,008
```

"If you don't stop drying your neck with that rare elephant-eating python I'm reporting you to the RSPCA."

FINAL FIGHT

(US GOLD)

Rescuing your girlfriend from the clutches of Mr Big has never been easier, thanks to this nifty listing. Type it in, SAVE it, and then RUN it for infinite lives and time.

```
0 REM FINAL FIGHT CHEAT BY M PUGH
1 FOR X=516 TO 565:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C4774 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,091,003
11 DATA 206,092,003,096,072,077,080,169
12 DATA 022,141,013,117,169,003,141,014
13 DATA 117,162,011,189,042,002,157,223
14 DATA 013,202,208,247,076,013,008,169
15 DATA 173,141,020,066,141,046,050,076
16 DATA 013,008
```

ARMALYTE
BY CYBERDYNE SYSTEMS

What's that burning smell? I don't know whether *Armalyte*, but it sure looks like something's burning on that ship.

ARMALYTE

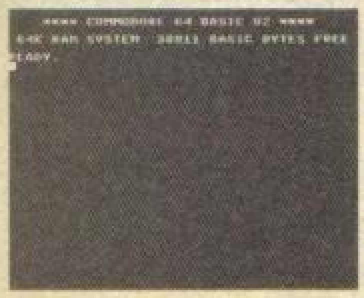
(THALAMUS/KIXX)

Probably the best shoot-'em-up ever to grace the humble 64, and also one of the most difficult. If it's infinite lives you're after (for BOTH players), give this petite but potent listing a whirl.

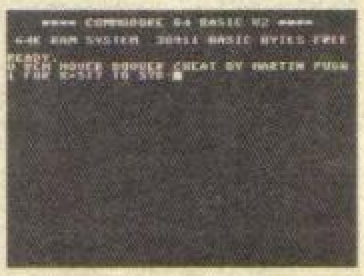
```
0 REM ARMALYTE CHEAT
1 FOR X=543 TO 631:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C10399 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,067
13 DATA 141,039,192,169,002,141,044,192
14 DATA 032,191,003,096,072,169,234,141
15 DATA 160,001,169,076,141,161,001,169
16 DATA 092,141,162,001,169,002,141,163
17 DATA 001,104,076,226,193,162,012,189
18 DATA 106,002,157,126,008,202,016,247
19 DATA 076,027,008,169,173,141,087,234
20 DATA 141,243,233,169,096,141,125,247
21 DATA 000
```

LICK THOSE LISTINGS

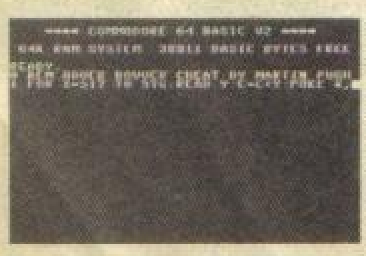
Our listings just get better and better, but loads of people are still unsure how to use them. CF's head dweeb James Leach attempts to master the art of listing entry under the watchful gaze of TMB...



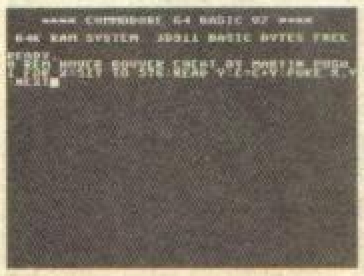
STEP 1: Set up your C64 as usual, and have a blank cassette and a copy of Powerpack 22 at the ready (the inane grin is optional). When you switch on the C64, you'll be faced with this screen – you are now ready to type in the listing. James has decided to enter the *Hover Bovver* listing, but the general guidelines apply to any listing you choose.



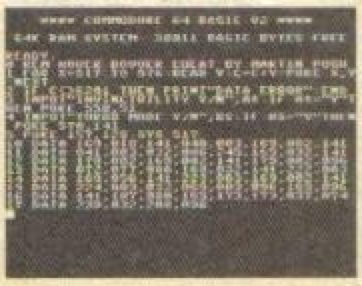
STEP 2: Begin typing in the *Hover Bovver* listing printed on the Framebusters page, pressing RETURN at the end of each program line. Some of the lines printed in the magazine are split into two (line 1 for example). This is because the columns of text in the magazine aren't wide enough for the longer lines in the listings. DON'T enter the two bits separately – instead type them in as them as one continuous line.



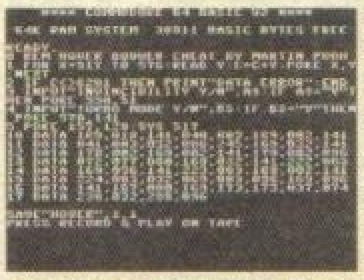
STEP 3: Oh dear – James has reached the edge of the screen and hasn't a clue what to do next. Does he press RETURN and then continue typing the rest on the next line? Does he just continue typing? Does he scream, shout, switch off the C64 and make a cup of tea? Can we end any more sentences with a question mark? Only one person... erm... thing knows the answer...



STEP 4: TMB Interrupts... "When you reach the edge of the screen, don't worry – just continue typing the rest of line 1. The cursor will automatically move down as you type. Only press return when you've typed the entire line (in other words, when you're ready to type line 2). If you are still unsure, check out the screenshot above; see where the cursor is? THAT'S when you press RETURN. Humans... tsk."



STEP 5: Flushed with the success of this, James types in the rest of the listing, treating lines 2, 3 and 4 in exactly the same way as line 1. Pay particular attention to the DATA lines, as a mistake in one of the numbers will cause a DATA ERROR. To help him with this tricky task, James has enlisted the help of *CF*'s art supremo (don't tell Ollie that) – Lisa meticulously reads out the DATA statements as James types them in.

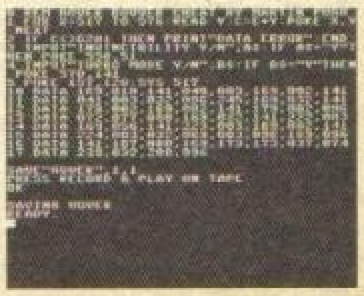


STEP 6: When the whole listing has been entered, insert your blank cassette and type:

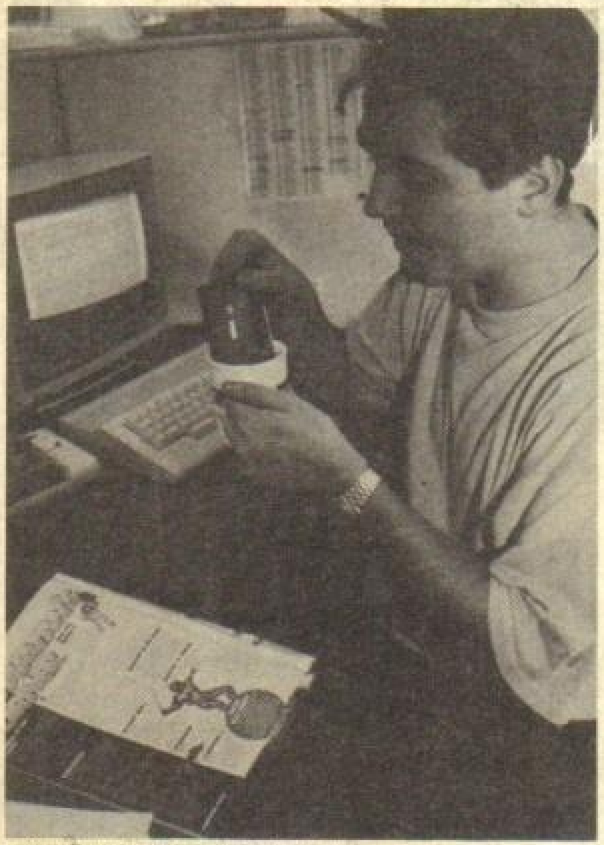
```
SAVE"HOVER POKE",1,1
```

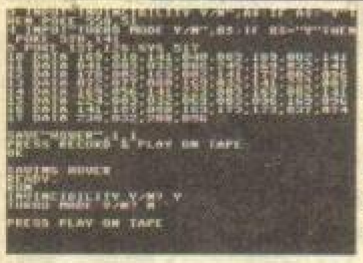
and press RETURN. Press record & play on the cassette recorder, and your precious listing will be saved for future use (this will take a few moments, so be patient!). You don't have to use the name `"HOVER POKE"` – you can specify any name you wish, up to a maximum of 16 characters.

STEP 7: When the computer has finished, the `READY` prompt will appear. Remove the cassette on to which you saved your listing and



insert the Powerpack AT THE CORRECT POSITION (ie, after the *RoboCod* demo). Try not to stir your tea with the cassette, as... er... oh... too late.



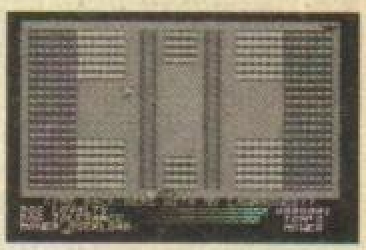


```
SAVE"HOVER",1,1
PRESS RECORD & PLAY ON TAPE
OK

SAVING HOVER
READY.
RUN
INVINCIBILITY Y/N? Y
TURBO MODE Y/N? N

PRESS PLAY ON TAPE
```

STEP 8: Now type `RUN`, then press RETURN, and if all is well you should be confronted with the option

`INVINCIBILITY Y/N?` Type Y or N (for Yes or No) followed by RETURN, then repeat this for the `TURBO MODE` option. When the `PRESS PLAY ON TAPE` message appears, do just that, and the game should load automatically with your chosen cheats. James has opted for invincibility, but not the turbo mode – the game is already too fast for his brain to understand. Sad, isn't it?

STEP 9: If, however, you are confronted with a DATA ERROR, type LIST (followed by RETURN) and check all of the DATA statements for errors. Any other type of error message means that you've mistyped one of the lines – again, check the listing thoroughly. Once corrected, SAVE the listing again (see step 6) and then RUN it. Oh, and when you want to load your listing in again, type `LOAD"HOVER` `",1,1` then press RETURN. Do NOT use SHIFT/RUN-STOP! James managed to enter the listing without any problems, and spends the rest of the day trying to clock the game. Jammy devil!



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Feel so high	Des'ree	☐	(I want to be)	Mr Bean & Smear	
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down on me	Elton John	☐	Always look on the	Monty Python	☐
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POWER PACK

HOVER BOVVER

Here we have a brilliant listing. Not only can you opt for invincibility – always handy – there's also a hilarious 'turbo' mode! (Well, it made us laugh when James tried it out!)

```
0 REM HOVER BOVVER CHEAT BY M PUGH
1 FOR X=517 TO 576:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C6201 THEN PRINT "DATA ERROR":END
3 INPUT "INVINCIBILITY Y/N";A$:IF
A$="Y" THEN POKE 550,51
4 INPUT "TURBO MODE Y/N";B$:IF B$="Y"
THEN POKE 570,141
5 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,056,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,169,096
16 DATA 141,187,080,169,173,173,037,074
17 DATA 238,032,208,096
```

AGENT ORANGE

For infinite lives and/or seeds on this invasion-of-the-space-vegetables game, type in the following listing, SAVE it, then RUN it.

```
0 REM AGENT ORANGE CHEAT BY M PUGH
1 FOR X=517 TO 576:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C6248 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 568,141
4 INPUT "INFINITE SEEDS Y/N";B$:IF
B$="Y" THEN POKE 573,141
5 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,165,173,023,098,169,165
17 DATA 173,117,099,096
```

"Right, I've had it with 'flob-a-dob'! The next person to mention Little Weed gets the same treatment as Bill and Ben."

FRAME BUSTERS

Success requires determination, skill and hard work… or knowing the right LISTINGS POKEs. And that's where we can help you out.

TURBOCHARGE (DISK)

(SYSTEM 3)

To complement the tape cheat printed in *CF*20, here's the disk equivalent offering such delights as infinite time, fuel and damage.

```
0 REM TURBOCHARGE DISK CHEAT BY WAZ
1 FOR X=16384 TO 16485:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C11818 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE TIME Y/N";A$:IF
A$="N" THEN POKE 16461,1
4 INPUT "INFINITE FUEL Y/N";A$:IF
A$="N" THEN POKE 16466,206
5 INPUT "INFINITE DAMAGE Y/N";A$:IF
A$="N" THEN POKE 16474,165
6 PRINT CHR$(147);"INSERT DISK & PRESS
A KEY"
7 POKE 198,0:WAIT 198,1:SYS 16384
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,003,162,099,160,064,032,189
12 DATA 255,169,000,133,010,032,213,255
13 DATA 169,168,141,194,008,169,048,141
14 DATA 195,008,076,024,008,169,032,141
15 DATA 174,018,169,160,141,175,018,169
16 DATA 007,141,176,018,162,000,189,068
17 DATA 064,157,160,019,232,224,031,208
18 DATA 245,076,000,032,072,173,080,105
19 DATA 201,001,208,018,169,000,141,080
20 DATA 105,169,173,141,091,111,141,210
21 DATA 111,169,096,141,023,114,104,238
22 DATA 032,208,096,077,087,083
```

GAUNTLET 3 (DISK)

(US GOLD)

A simply gorgeous game, but by no means an easy one, so why not try this disk listing for – would you believe – infinite energy?

```
0 REM GAUNTLET 3 DISK CHEAT BY WAZ
1 FOR X=272 TO 370:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C9777 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS
A KEY"
4 POKE 198,0:WAIT 198,1
5 POKE 270,162;POKE 271,8:SYS 270
10 DATA 169,001,168,032,186,255,169,002
11 DATA 162,111,160,001,032,189,255,169
12 DATA 000,032,213,255,032,000,005,169
13 DATA 002,162,113,160,001,032,189,255
14 DATA 169,000,133,128,169,008,133,129
15 DATA 169,000,032,213,255,
169,074,141
16 DATA 015,021,169,001,141,016,021,076
17 DATA 208,012,169,076,141,041,192,169
18 DATA 092,141,042,192,169,001,141,043
19 DATA 192,076,000,192,206,138,046,076
20 DATA 000,008,032,040,067,041,087,065
21 DATA 090,032,049,057,057,050,032,070
22 DATA 049,084,049
```

MULTIHACK DATALINES

Yet another bucket-load of datalines for use with last month's Multihack Listing. (What d'ya mean, you missed it? Turn to our back issues service on page 52 now if you did.) Simply add the required dataline(s) and cheat on!

GRAND PRIX SIMULATOR –
Other two players never qualify

```
20 DATA 169,032,141,013,059,169,085,141
21 DATA 014,059,169,002,141,015,059,096
22 DATA 224,000,208,003,254,189,051,
096,-1
```

GRAND PRIX SIMULATOR 2 – Infinite time

```
20 DATA 169,032,141,177,139,169,085,141
21 DATA 178,139,169,002,141,179,139,096
22 DATA 224,000,240,003,222,092,018,
096,-1
```

GUARDIAN ANGEL – Infinite lives

```
20 DATA 169,173,141,170,024,096,-1
```

KAMIKAZE – Infinite lives

```
20 DATA 169,173,141,139,028,141,128,035
21 DATA 096,-1
```

KGB SUPERSPY – Infinite lives

```
20 DATA 169,173,141,097,141,141,162,145
21 DATA 096,-1
```

KWIK SNAX – Infinite lives

```
20 DATA 169,173,141,245,146,096,-1
```

LAZER FORCE – Infinite lives

```
20 DATA 169,173,141,123,123,096,-1
```

LITTLE PUFF – No collision

```
20 DATA 169,169,141,147,155,141,163,156
21 DATA 141,169,157,169,000,141,148,155
22 DATA 141,164,156,141,170,157,169,234
23 DATA 141,149,155,141,165,156,141,171
24 DATA 157,096,-1
```

MAGICLAND DIZZY – Infinite lives and energy

```
20 DATA 169,173,141,132,038,141,051,054
21 DATA 096,-1
```

MIAMI CHASE – Infinite lives

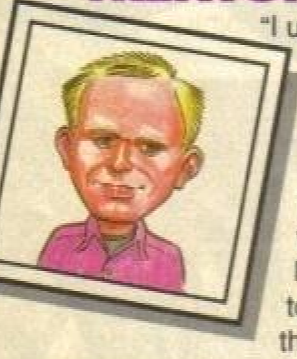
```
20 DATA 169,076,141,097,134,169,142,141
21 DATA 098,134,169,186,141,099,134,
096,-1
```

More datalines next month.

The CF crew haven't always worked on the World's biggest-selling 64 mag, you know. Far from it. In fact, each has a strange and slightly amusing tale to tell about their previous jobs. And, by a curious coincidence, here they are with those very stories lined up...

POWERPLAY

TRENTON WEBB



"I used to work at Volvo as a beige crash-test dummy. It wasn't dangerous cos they make those cars out of huge welded girders. But I was poached by Reliant, who wanted me to test Robins. Terrified by the idea, I painted a realistic face on the front of my plastic head and joined the *CF* team. And nobody's noticed!"

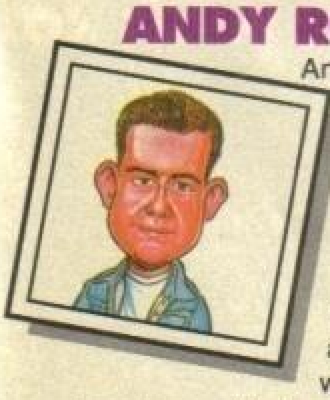
JAMES LEACH

"I was in the film business. You know the bit in *Batman Returns* where Catwoman first appears? Well I was the guy wearing the lightweight travelling hat in the background. You can't miss me. I'm waving and holding up a card with 'Hi Mum, love James' on it. I hope they haven't cut it from the finished version."

ROGER FRAMES

"Jobs? Don't talk to me about jobs. Last week Dad offered me £2 to cut the lawn. But I couldn't find a lead long enough to connect to the mower so I had to use the scissors on my Swiss army knife. It took 16 hours and when I'd finished, the first bit I'd started had grown again so I had to do it all over again."

ANDY ROBERTS



Andy used to be an accountant with a successful firm in Lowestoft.

"I was doing well there, but one day they called me into the office and said I was being replaced. I asked who by and they were dead vague. The head accountant said something about it being a 'mobile glob of porridge'. Weird, eh?"

OLLIE ALDERTON

Energetic Ollie used to be the bass player in a punk band. "It was called Ed Banger and the Nosebleeds. We played Guildford Civic Centre but the gig went sour when we tried to force two eggs up the Mayor's nostrils on stage. We were banned from playing in Surrey and our glittering show-biz career was over."

LISA NICHOLLS

Lisa didn't really understand the question.

"Jobs? Yes, all my servants have jobs. The chauffeur, the maids who clean my 70-bedroom flat in Chelsea and even the snake-handler who looks after my python, Aristotle.

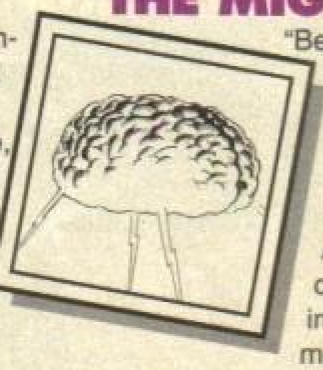
"And me, I have a job organising huge parties, getting up late and buying Ferraris."

DAVE GOLDER

Dave's a strange one indeed. He went to Japan to teach Japanese – to the Japanese! Let Dave tell.

"It was stupid. They could speak better Japanese than me! I'd only had three lessons when I went there, but the people in my class had been living in Japan for over 20 years. So I came home."

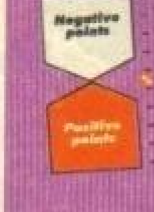
THE MIGHTY BRAIN



"Being omni-dimensional, I don't have jobs like you 3D Earth folk. But I once went for an interview at a creative mathematics firm on your planet. Accounts, I believe you call them. Of course, my immense intelligence got me the job and I laughed when I saw the poor figure of the mere human I'd replaced walking off, blubbing."

Bits'n'Bobs

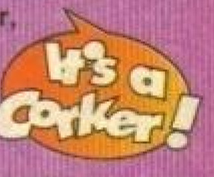
Commodore Format's review system is immensely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't have a chance of getting to grips with its intricate complexities). What we do is tell you exactly what the good points are and what the rubbish bits are about each game. See. Very complicated, like we warned you it would be.



CF RATINGS

Also frighteningly technical is this box-type thing. It shows you at-a-glance what the best and worst points of a game are. The larger the red bit, the more we liked the game.

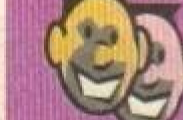
Next to this is an indecipherable rating mark. Over 90 per cent means that the game is officially a Corker, and is thus eligible for a seat in the European Parliament in Brussels (or Strasbourg or wherever).


It's a Corker!

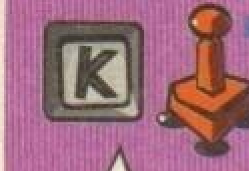
It also means that if you don't rush out and buy the game immediately, people in supermarkets will ram your ankles with their trollies to teach you a lesson.

GAME ICONS

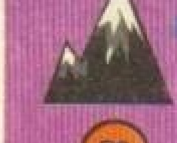
A bloke called Trevor invented these ages ago, and they're still in use today. He certainly built them to last, did Trev. What they mean is anyone's guess, though...



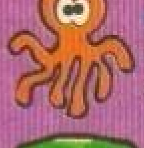
FACE – Number of players. Might just refer to how many folk can participate.



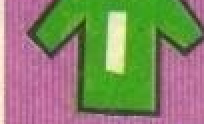
KEYBOARD/JOYSTICK – Could possibly signify those important control methods.



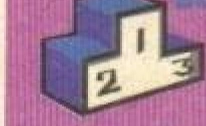
MOUNTAINS – Probably has nothing to do with any available difficulty levels in the game.



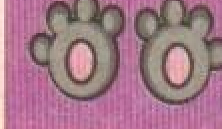
OCTOPUS – [illegible], but it might mean that a cephalopod is included with every game.



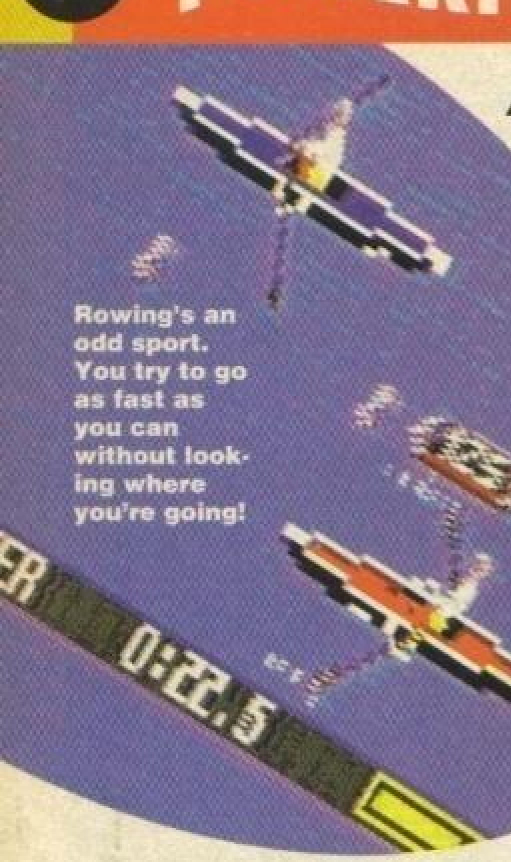
GOALIE'S SHIRT – Peter Shilton has indicated in writing that there's a [illegible].



BLOCKS – Increase your height painlessly, whilst simultaneously getting your putrid initials on a high-score table.

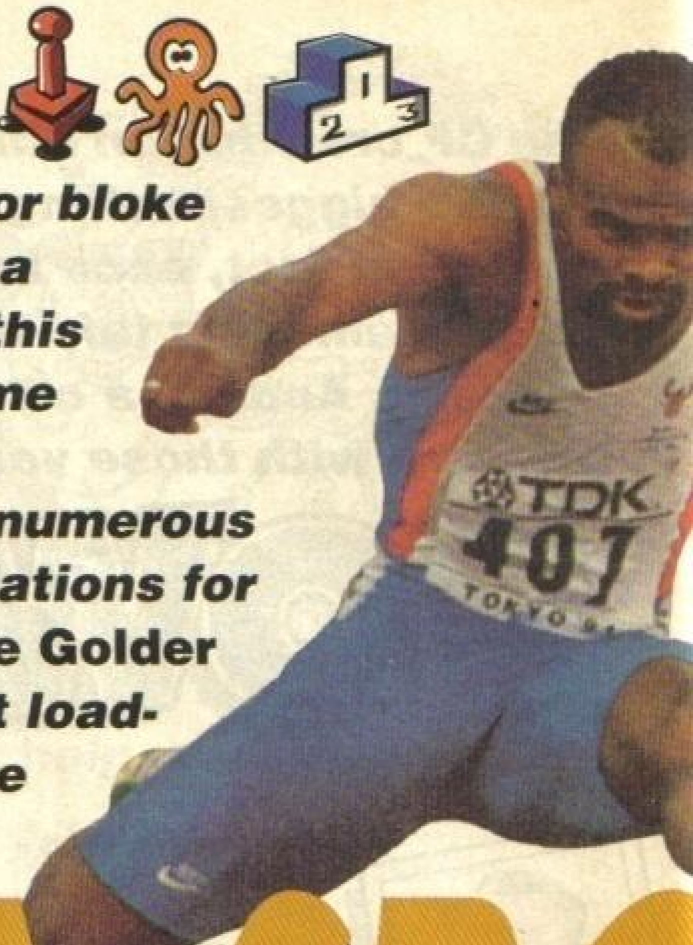


PAWS – Pause mode? No. It can't mean this. Surely not. Nightmare! It *does*!



Rowing's an odd sport. You try to go as fast as you can without looking where you're going!

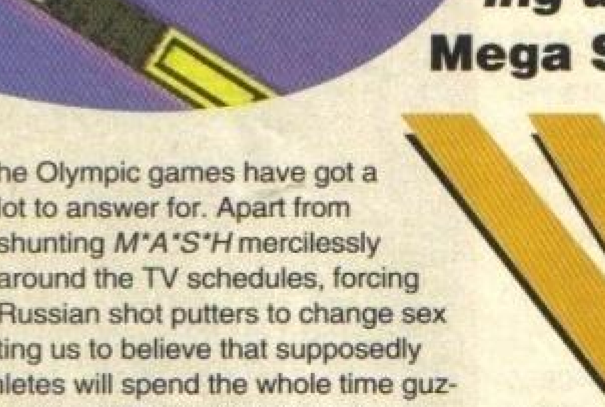
A couple of thousand years ago some poor bloke ran 26 miles just to deliver a pizza (or something) and this year the event is, for some strange reason, being marked by the release numerous sporty software compilations for armchair athletes. Dave Golder works up a slight sweat loading up all 38 games in the Mega Sports collection.



MEGA SPO

The Olympic games have got a lot to answer for. Apart from shunting *M*A*S*H* mercilessly around the TV schedules, forcing Russian shot putters to change sex and expecting us to believe that supposedly superfit athletes will spend the whole time guzzling Coke, wearing Seiko watchesposing for Kodak photo's and knocking back Mars Bars, they have also spawned lots of money making manoeuvres from software companies. What better way to celebrate in Olympics year than by bunging together loads of old sports sims and re-releasing them in one huge bumper package? It certainly beats selling plastic flags on the streets of Barcelona.

Strangely enough, that's exactly what US Gold thought. The result: a whopping great compilation of 38 sports culled from the near-legendary Epyx *Games* series. A hefty chunk of the games date from as far back as 1984, so don't expect anything startling, stunning or, even stupendous in terms of graphics or gameplay (but do expect to see a couple of countries that have since ceased to exist in the selection tables – USSR, West Germany, etc). But though by today's standards some of the games are technically so ropey you could rig a ship with them, there are plenty that, despite, or perhaps because, of their simplicity, are great fun, and incredibly addictive. And what a barg when each game works out at just under 40p (or 53p if you buy them on disk).



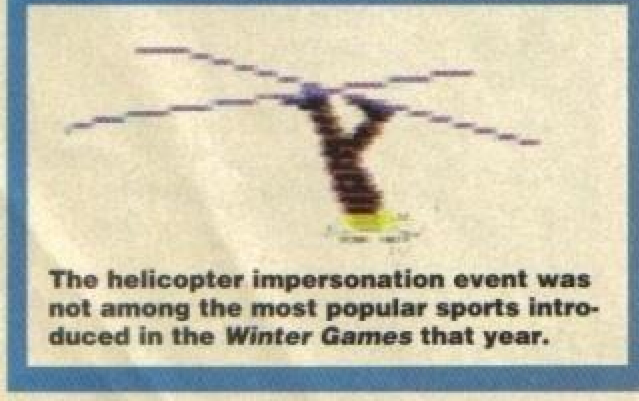
Just like riding a bike – only different!

The collections that make up *Mega Sports* are *Summer Games 1*, *Summer Games 2*, *The Games Summer Edition*, *The Games Winter Edition* and *Winter Games*. Each contains a set of events that can be played as a tournament against other players. But don't worry if all your friends have been abducted by aliens, because you can either practise each sport or take part in tournaments on your own. But don't expect the computer to provide an opponent; the only challenge is to beat your own personal best, which is a shame, because sports games are all about competing.

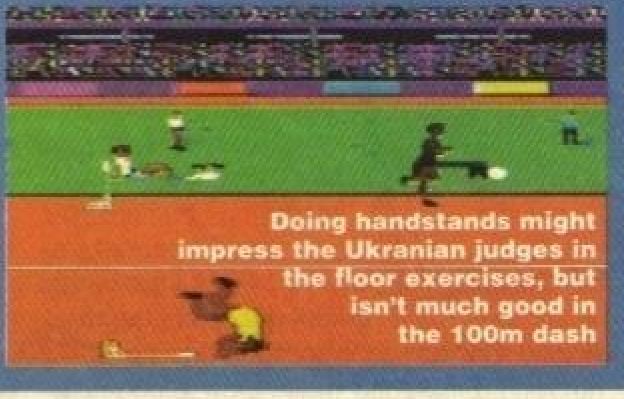
> **One of the best things about Mega Sports is the number of different waggling, firing and yanking combinations you need to master**

Okay, so the graphics and animation are no great shakes, probably registering about 0.00001 on the Richter scale, but there are tons of nice little touches which add humour and character to the games. The pole vaulter leaps in joy after a successful jump, the hot doggers and ski jumpers land with their heads in the snow and skis all over the place if you don't get the manoeuvres right and, best of all, the hammer thrower goes flying after the hammer if you don't press the fire button soon enough. The Bobsled run is another highlight, combining the best ele-

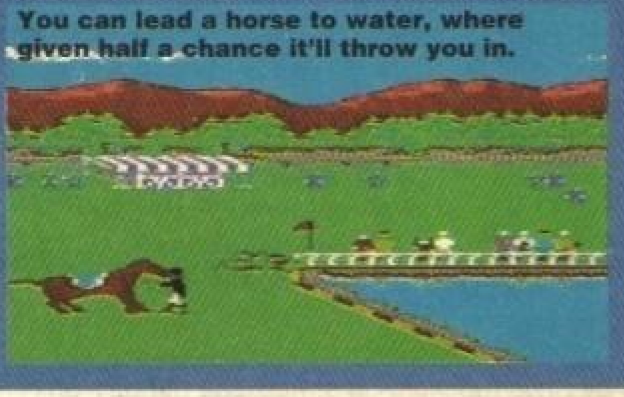
ONE WRONG MOVE AND... YOU END UP LOOKING VERY SILLY! WHAT NOT



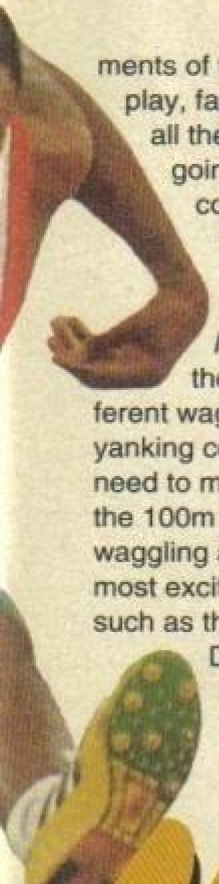
The helicopter impersonation event was not among the most popular sports introduced in the *Winter Games* that year.



Doing handstands might impress the Ukranian judges in the floor exercises, but isn't much good in the 100m dash



You can lead a horse to water, where given half a chance it'll throw you in.



ments of the collection. It's dead simple to play, fast, the screen is clearly laid out with all the info you need and you just keep going back to try and finish the course just that little bit more quickly.

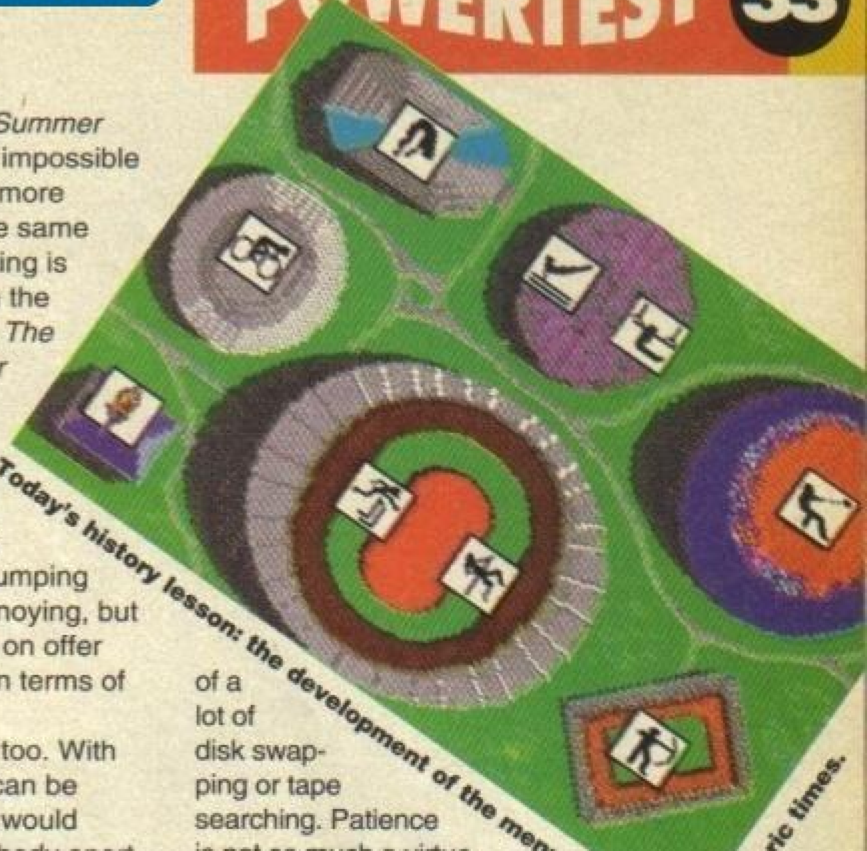
One of the best things about *Mega Sports* is the number of different waggling, firing and yanking combinations you need to master. Whereas the 100m dash is joystick waggling at its purest and most exciting, other events, such as the Downhill Skiing, Hot Dogging and Skeet Shooting, require timing and co-ordination. Really, some of the events are ridiculously good fun considering how primitive the whole thing is (*but then they are classics - Ed*)!

The majestic Olympic flame – sponsored by Zippo

Of course, there are some turkeys. Figure Skating is stupidly complicated, Cross Country Skiing is just plain dull and the diving event on *Summer Games 1* is dreadful. Not only is it impossible to control, but you seem to score more points for a belly flop. The same collection's pole vaulting is also not a patch on the version found on *The Games Summer Collection*. A couple of other sports are also doubled up – figure skating and ski jumping – which is a bit annoying, but at least the versions on offer are very different both in terms of controls and graphics.

The manual is pretty hopeless too. With so many games an index of what can be found where on the tapes or disks would seem essential. Essential to everybody apart from the people who wrote the manual that is. Also, some of the instructions are too complicated for their own good – the ones for the Uneven Parallel Bars have to be seen to be believed. A couple of the other events also suffer from over-complicated instructions and control systems, but more often than not more fun can be had by just waggling like mad in all directions and hoping for the best.

And then there's the multiload. I mean, be realistic – 38 games is going to mean a hell of a lot of disk swapping or tape searching. Patience is not so much a virtue as a prerequisite. But at least there's a good gameplay payoff after the wait!



Today's history lesson: the development of the menu screen from prehistoric times.

In theory, *Mega Sports* should be about as exciting as an Open University lecture on *The Development of the Computer Game 1984 to 1988* shown at two in the morning. But it's not. Quite simply, it's excellent fun. Sure, there is some fun to be had at the expense of the steam train sound effects and naive graphics, but the Epyx Games series was a classic, and, like a retrospective series of Laurel and Hardy films on BBC2, *Mega Sports* shows why.

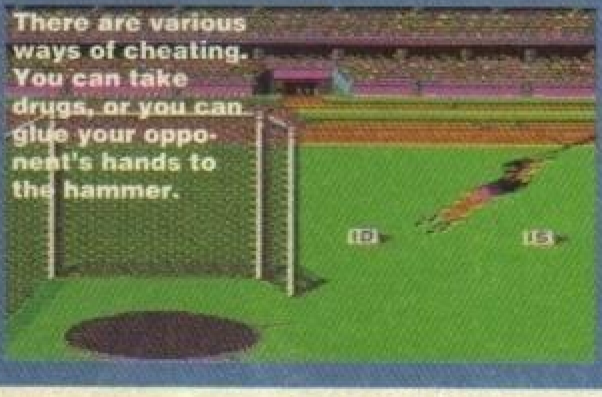
DAVE GOLDER

THE COMPLETE MEGA SPORTS MEDAL TABLE

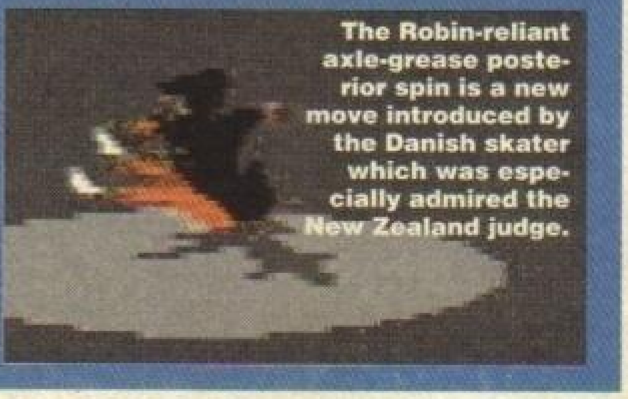
Sport	Difficulty	Fun factor
● SUMMER GAMES 1		
*Pole Vault	●●●	●
*Diving	●●●●	●
4x400m Relay	●●●	●●
*100m Dash	●	●●●●
Gymnastics (Bench)	●●	●●●●
Freestyle Relay	●●	●●●
100m Freestyle	●●	●●●
*Skeet Shooting	●●●	●●●●
● SUMMER GAMES 2		
Triple Jump	●●●●	●●●
Rowing	●●	●●●●
Kayaking	●●●●	●●●●
Javelin	●●	●●●
High Jump	●●●	●●●
Fencing	●●●	●●●●
Cycling	●●	●●●
Equestrian	●●●●	●●●●●
● THE GAMES SUMMER EDITION		
Archery	●●●	●●●
Diving	●●●●	●●●●
Hurdles	●●●●	●●●●
Velodrome Cycling	●●	●
*Hammer Throw	●●●	●●●●
*Pole Vault	●●●●	●●●
Rings	●●●●●	●●●
*Uneven Parallel Bars	●●●●●	●●●●●
● THE GAMES WINTER EDITION		
The Luge	●●●	●●●●
*Figure Skating	●●●●●	●●
Speed Skating	●●●	●●●
Downhill Skiing	●●●●	●●●
Slalom	●●●	●●●●
*Ski Jump	●●●●	●●●●●
Cross Country Skiing	●●	●●
● WINTER GAMES		
*Figure Skating	●●●	●
Free Skating	●●	●●
Speed Skating	●	●●●
*Hot Dog Aerials	●●●	●●●●●
*Ski Jump	●●●	●●●●
Biathlon	●●	●●●
*Bobsled	●●	●●●●

*More details in main text.

TO DO IF YOU WANT TO WIN A GOLD...



There are various ways of cheating. You can take drugs, or you can glue your opponent's hands to the hammer.



The Robin-reliant axle-grease posterior spin is a new move introduced by the Danish skater which was especially admired the New Zealand judge.

Game	Mega Sports
Publisher	US Gold
Cassette	£14.99
Disk	£19.99
Release	Now
Contact	021 625 3388

POWER RATING

THE DOWNERS...

- Multi-load nightmare!
- Irritating sound and music.
- Disastrously unhelpful manual.

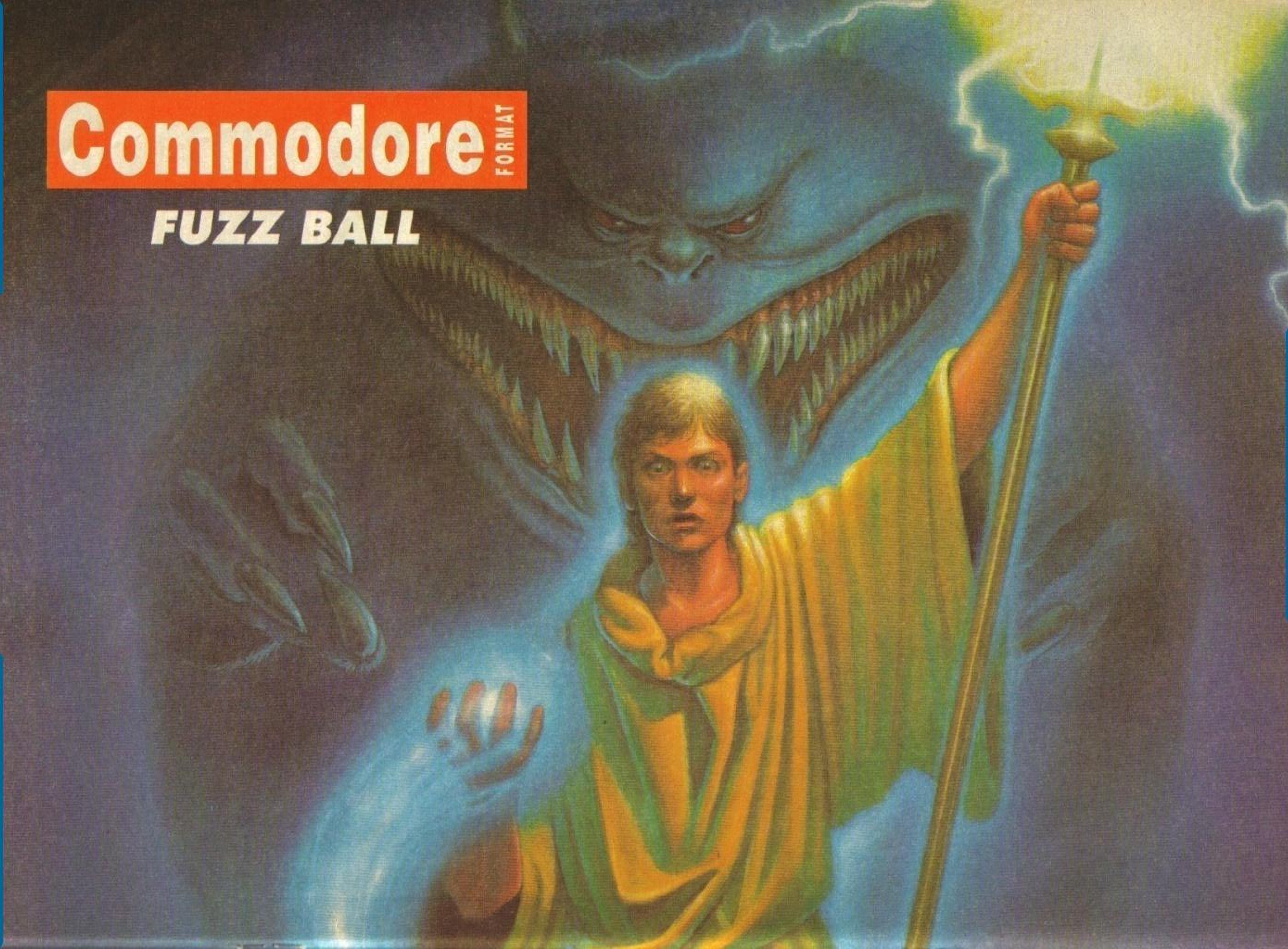
100

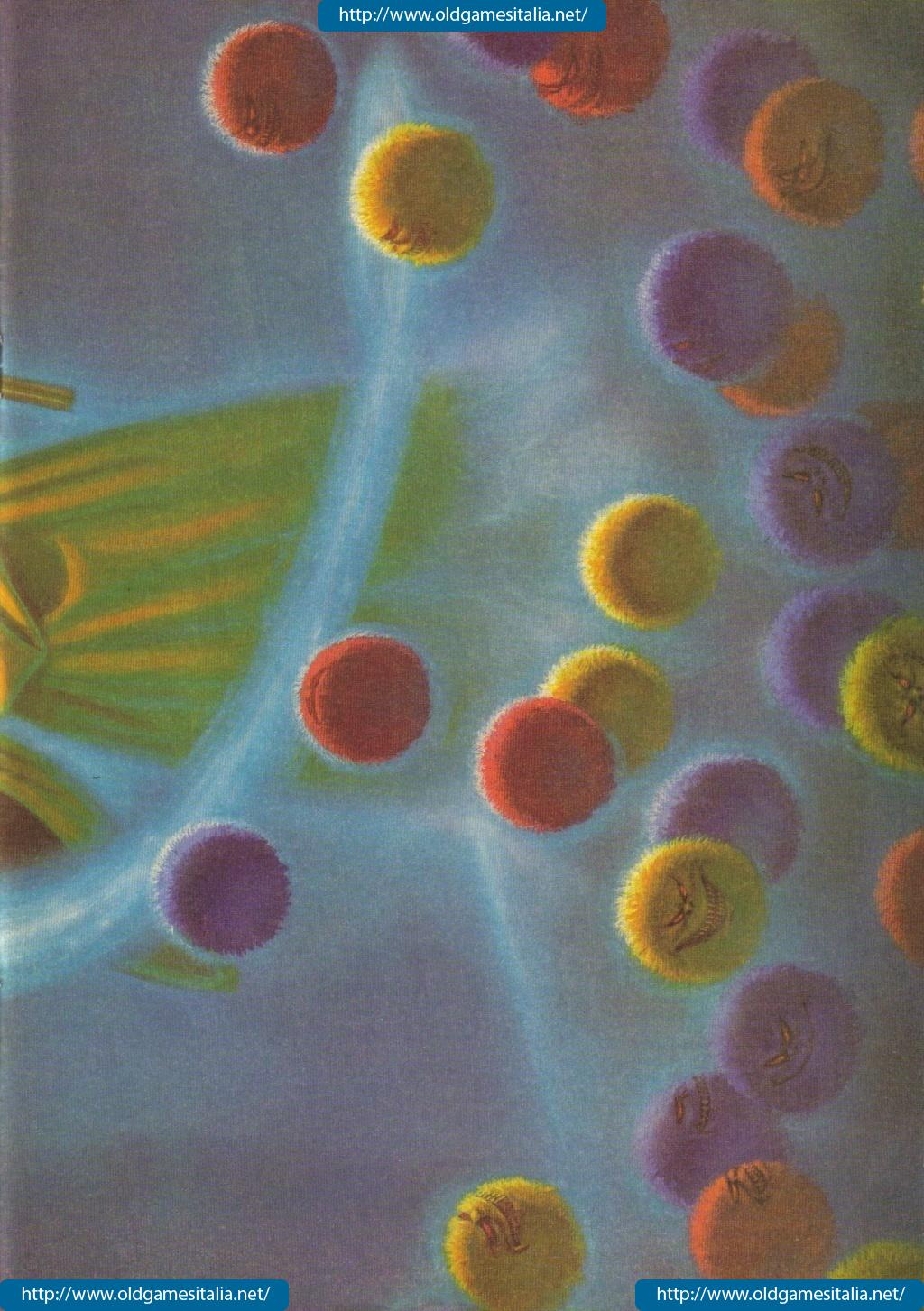
80%

0

- What a barg! What value!
- A wide variety of events that challenge every conceivable joystick technique.
- Some great little pieces of animation, especially when things go disastrously wrong, that add real character and fun to the events.
- Some of the events are so incredibly addictive, you'll spend ages trying to better your personal bests.
- A piece of computer games history you really should own!
- Tournaments with mates can get very heated.

...AND THE UPPERS


Commodore FORMAT
FUZZ BALL

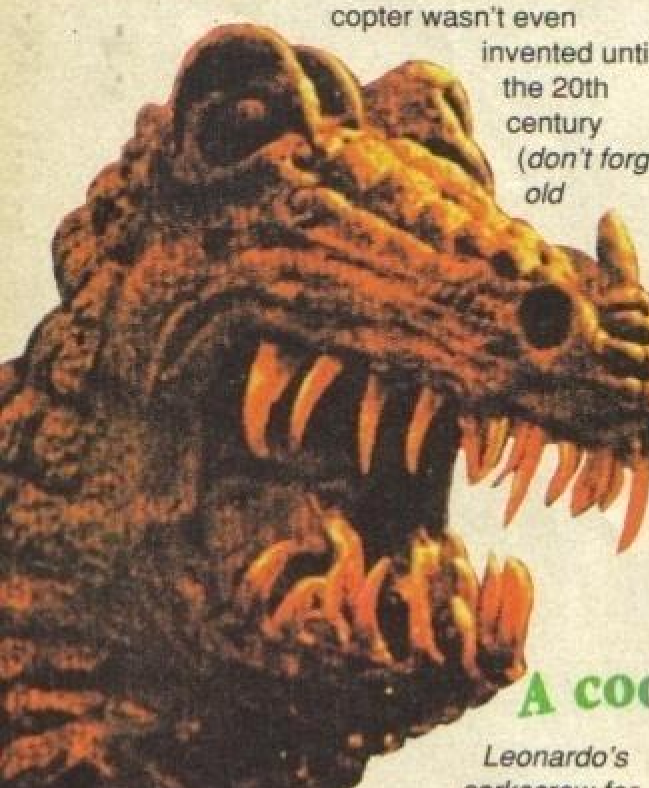


...As I was saying Guv, I had that Trenton geezer in the back of me cab the other day. Lordy me, no conversation or what? All he'd talk about was that new game Ugh! Said it'd be right up my street. Gawd, you'd think it was good or something. So, where to, Mr Webb?

UGH!

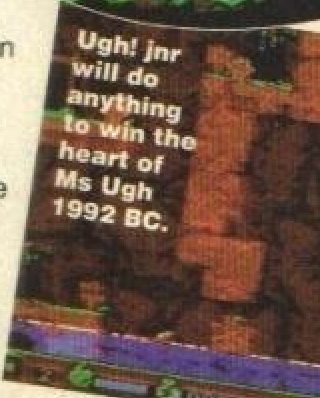
As names go *Ugh!* is pretty daft. But as that's about all the human race was capable of saying at the point in time in which this game is set it had to be everybody's name. Still, that didn't stop Ugh, our hero, falling in love with Ugh, our heroine. Ugh wants to impress Ugh with his civilised approach to life, and so goes into business to prove his worth.

Curiously, the company Ugh sets up is a flying taxi service. And although the helicopter wasn't even invented until the 20th century (*don't forget old Leonardo's corkscrew for which he drew up the plans in the late 15th century –TMB!*) for the purposes of this game we are are supposed to believe that he swoops around the early days of pre-history giving other Ughs lifts from cave to cave.



Ugh! is a transport test. In order to earn cash – although what young Ugh will spend it on isn't clear – he ferries people from cave to cave. They pop out from their doors and whistle – you know how to whistle don't you? – to summon Ugh to their level. He has to carefully land, pick them up and then fly them to the level of their choice.

Each ride has a maximum fare, which starts decreasing the second the punter steps in the cab. The amount remaining when you touchdown at their destination is what you get paid so more money and points can be earned by reaching the target levels quickly. You even get tipped by the passengers for especially speedy journies; this comes in the form of a points multiplier bonus.


Ugh! jnr will do anything to win the heart of Ms Ugh 1992 BC.

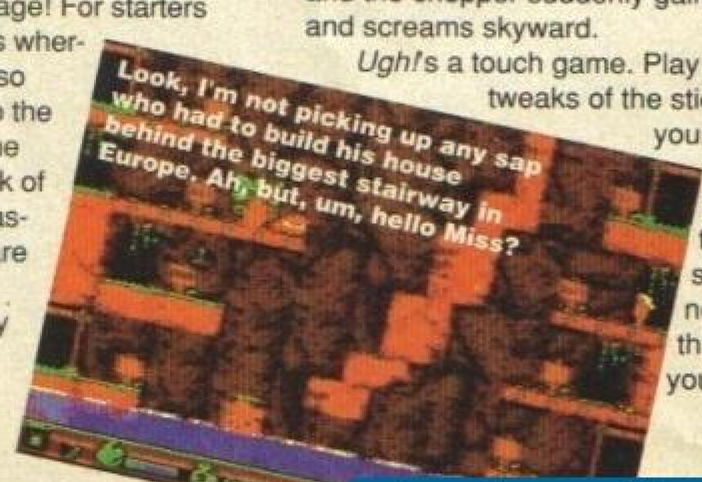
Man, and especially Ugh, cannot live by bonus multipliers alone. He needs cherries, apples and rather neat-looking slices of water-melon to keep him going. Strangely there aren't any supermarkets around for him to buy fruit in (I told you there didn't seem to be much he could spend his money on), so he has to hunt it out.

Fruit that can be picked from trees and bushes, however, seems to have been a fairly recent quirk of evolution. In prehistoric times the only way to get it was by dropping a large rock on the tree in which it's hiding.

There are two problems involved in this process; dropping the rock on target and then collecting the fruit that jumps out before it disappears. If Ugh can nab it, though, it earns him massive fitness dividends.

A cool hand and calm head must be kept at all times

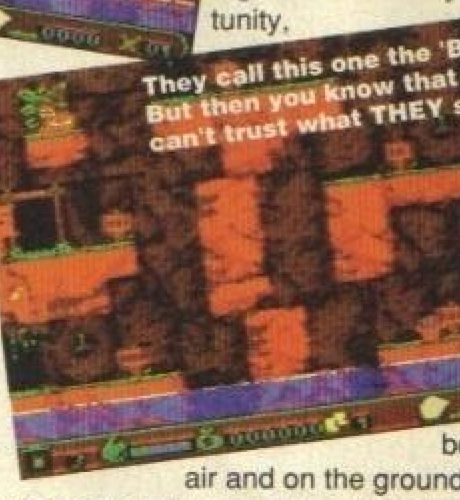
Now being a cabby isn't all, "Gor blimey, Guv!" and appearances on *Mastermind*, especially in this day and age! For starters folk had to build their caves wherever they could find them; so there's no apparent logic to the arrangement of houses. The result is an intricate network of caves that's artistically pleasing to look at but a nightmare to fly through.


Look, I'm not picking up any sap who had to build his house behind the biggest stairway in Europe. Ah, but, um, hello Miss?

Ugh can't just fly madly about because his wood and palm leaf helicopter is a real fragile bird. Too many hits on too many cave walls will send his whirlybird plummeting to its doom. So cautious flying has to practised at all times – an approach made even more necessary by your helicopter's tendency to kill customers; if you so much as clip one of your waiting passengers while landing, they tumble to the lake at the bottom of the screen.

Ughs are fragile folk and cannot swim that well – if at all. So any who are pushed into the pond will swiftly drown. Once in the water they will yell the level that they want to reach once only, and if you don't dive into the lake quickly they'll give up any effort to evolve and regress to water breathing – or at least give it a fair old try.

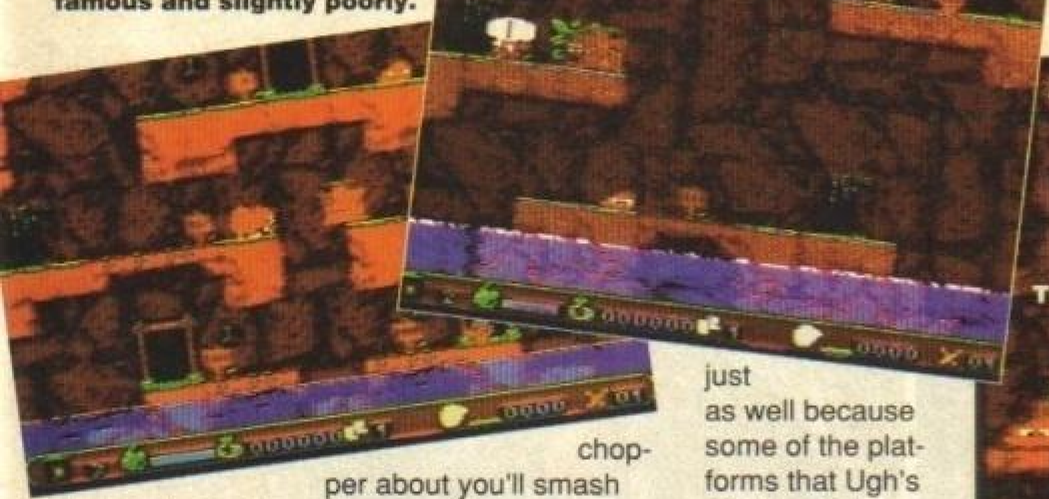
Further problems are caused for would-be flyboy by the local dinosaurs. The triceratopses and pterodactyls don't like helicopters, it seems, and will attack Ugh's cab at every opportunity, both in the air and on the ground, so it pays not to dally around the thunder lizards.

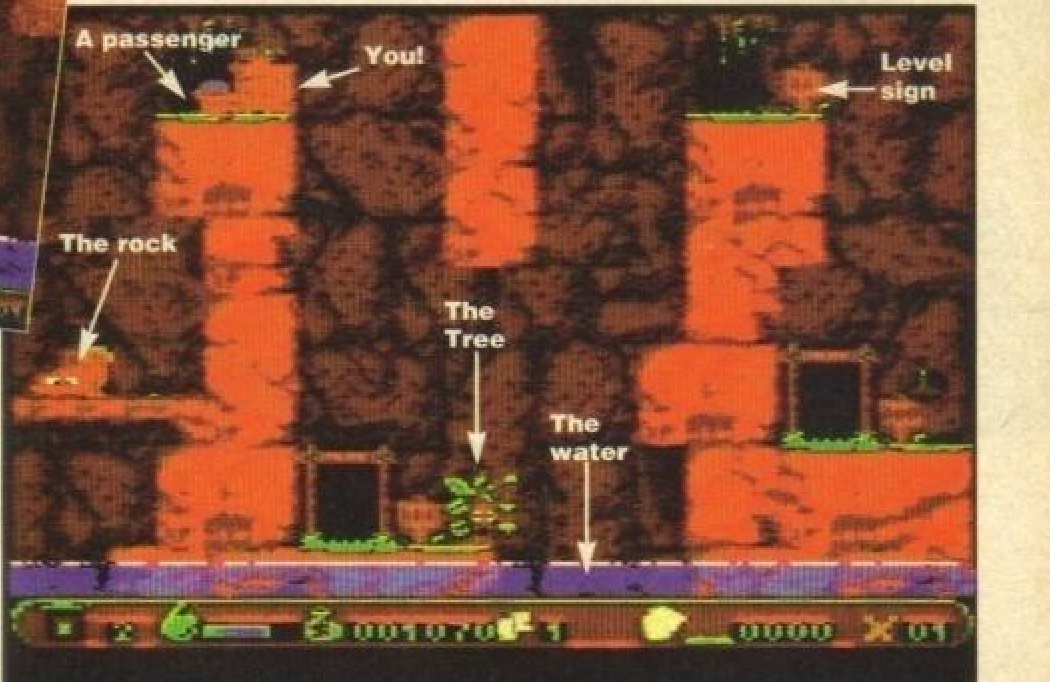

They call this one the 'Big G'. But then you know that you can't trust what THEY say!

The fascinating thing about *Ugh!* is that the flying adheres to real physical laws. Pushing up on the stick has little initial effect. Keep pushing, though, and the necessary lift is generated. If you now lay off of the power you'll glide gently upwards. Keep pushing and the chopper suddenly gains momentum and screams skyward.

Ugh!'s a touch game. Play requires fine tweaks of the stick to guide your chopper. The bird must be eased around the sky, squeezed and not forced through gaps. If you wang the

Gawd, it's non-stop work in the hectic life of a cabbie. You meet the rich, the famous and slightly poorly.





The taxi works reasonably straight forwardly. What makes life tough is the tree living next to the lake. Lose that rock and it's game over!

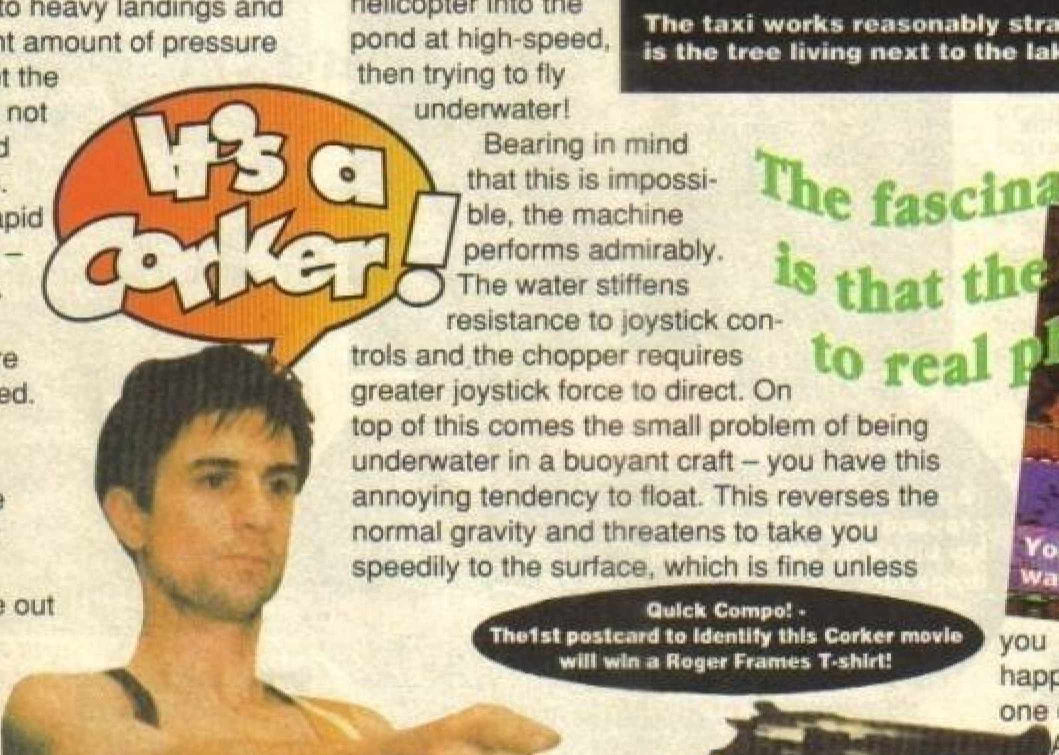
chopper about you'll smash into rocks and knack' your rotor blades, which isn't a smart move as they are the only thing holding you in the air!

Such sweet controls have to be learned. For the first few games you wheel about the sky crashing into all and sundry, losing helicopter after helicopter to heavy landings and bad flying. Just the right amount of pressure has to be applied to get the whirly-bird moving, but not moving enough to send you spinning skywards.

Landings can be rapid – and often have to be – but never uncontrolled. A quick 'flare' of the blades is needed before landing can be attempted. Forget to give your blades that vital bit of boost before you hit the dirt and that's just what you'll do – real hard.

More physics come out to play whenever a level features a large amount of water. It seems that Ugh isn't happy inventing the helicopter a couple of millennium early but he has had a fair-attempt at putting a submarine together too! Which is just as well because some of the platforms that Ugh's clients want to reach are on the other side of large lakes and the only way to reach them is by plunging the helicopter into the pond at high-speed, then trying to fly underwater!

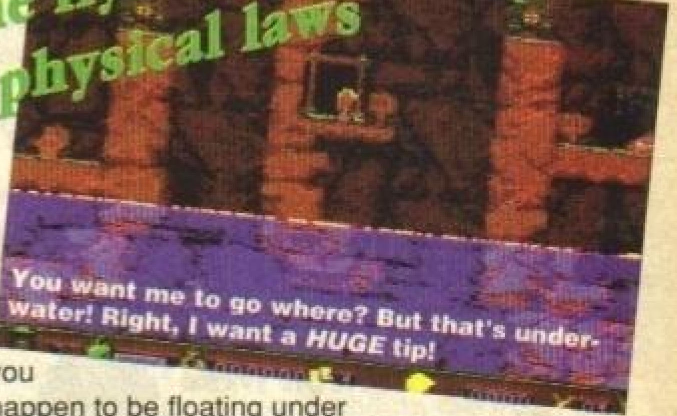
Bearing in mind that this is impossible, the machine performs admirably. The water stiffens resistance to joystick controls and the chopper requires greater joystick force to direct. On top of this comes the small problem of being underwater in a buoyant craft – you have this annoying tendency to float. This reverses the normal gravity and threatens to take you speedily to the surface, which is fine unless you happen to be floating under one of the large (rotor-blade-mangling) rocks.


It's a Corker!

Quick Compo! - The1st postcard to identify this Corker movie will win a Roger Frames T-shirt!

Westland Lynx

> **The fascinating thing about Ugh! is that the flying adheres to real physical laws**



You want me to go where? But that's underwater! Right, I want a *HUGE* tip!

And just when you thought you'd seen it all, *Ugh*! manages to spring a few more surprises. How about simultaneous two player action?! Here with a stick lodged firmly in each port two Ugh cabbies have to save the same number of people, to take the same risks and use twice the amount of energy as usual. There's still the same amount of food, but the little peddlers use up twice as much power.

One Ugh has to go on kitchen duties, hovering around the tree with their rock ready to drop, while the other scoots about searching for passengers. Good team work and timing is essential or you'll end up starved and a life down on the deal. This adds an interesting extra slant to the whole affair, as one Ugh is forced to take a rest as the other uses up the last few ounces of energy in a bid for food.

As it's your girlfriend you're trying to impress it pays to pay extra attention to any caveladies who happen to pop out and ask for a taxi. It may be her, it may not – who can tell, when the peeps are only five pixels high? – but even if it isn't you can rack up some extra jealousy points by nabbing her fare. Some levels rely on you picking up, and safely delivering, the lady of the level. But just remember that while the women seem stronger swimmers this doesn't mean you can turn the lady of the level into the lady of the lake!

Graphically, *Ugh!* really works hard. The brilliant water effects and moody cave back-

THE *CF* GUIDE TO GREAT HELICOPTERS OF THE WORLD

THE WESTLAND LYNX – The world's first, and so far, only hand-held helicopter. Though initially not as popular as the Hughes Gameboy and the Sikorsky Game Gear this versatile helicopter is now starting to make its mark as the only helicopter for both right and *left* handed pilots.

HUEY UH1 – The helicopter that made Vietnam famous, this earned its name Huey (pronounced Hewey) because it continually induced air sickness in its passengers. (*You're making this up –TMB!*)

THE MCDONNELL DOUGLAS APACHE – This chopper made its first, devastating appearance at the Battle of the Little Big Horn, giving Chief Sitting Bull total air superiority. Its effectiveness was limited in later battles by the Cavalry's use of laser cannon.

MIL 24 HIND – This famous Russian attack helicopter is actually named after the M24 which runs from Cardiff to Norwich, but due to glitch in translation an errant 'i' appeared... (*Stop this, it's all getting rather silly –TMB!*)

MIL 24 Hind

The McDonnell Douglas Apache

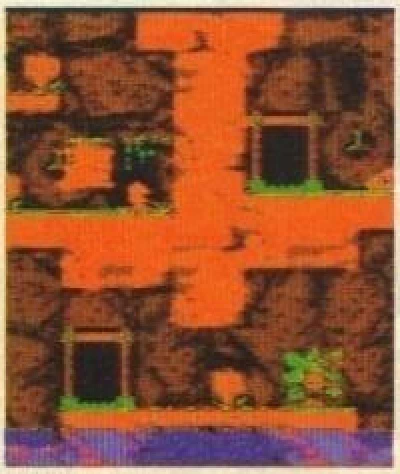
Huey UH1

drops give the game gloss. Only the main sprite lets the show down. Sure it's brilliantly animated – check out our Powerpack demo and you'll see Ugh's little legs peddling like a good 'un – but he's been drawn in very similar colours to the backgrounds. You *can* see him, and after a long game he becomes quite distinct, but for the first few plays he has a tendency to blend in.

Ultimately, *Ugh!* sails above these minor problems. The quality of code and the slick 'stick skill required makes it a Corker. *Ugh!* is as frustrating as you can imagine, annoying the legs off you when it kills you time after time. It gets away with this because the reason for failure is always a slight slip on the playing front – it's your fault, not the game's. A cool hand and calm head must be kept at all times.

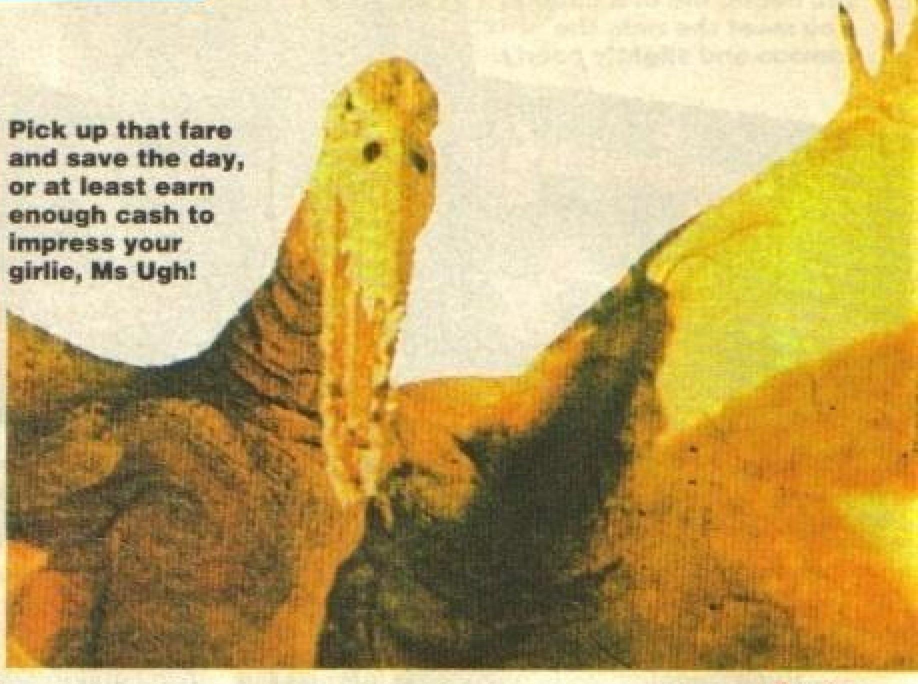
Ugh! is finely-balanced. You're always just short of energy, so one run to the tree is always needed. The dinosaurs aren't a major threat but they can keep you hovering for just too long and running you out of energy while you wait to swoop in for a customer or munch. The fragility of the helicopter forces you to take care when flying, so many levels are set up specifically to smash your chopper to bits with overhangs, underwater power-dives and snoring dinosaurs. The reverse gravity effects of the lakes at the base of each level give you a hard time, requiring far more stick pressure and forcing you to abandon all the rules you've learnt when for flying normally and discover a whole new set. It's just very, very good – although personally I can think of safer ways to travel.

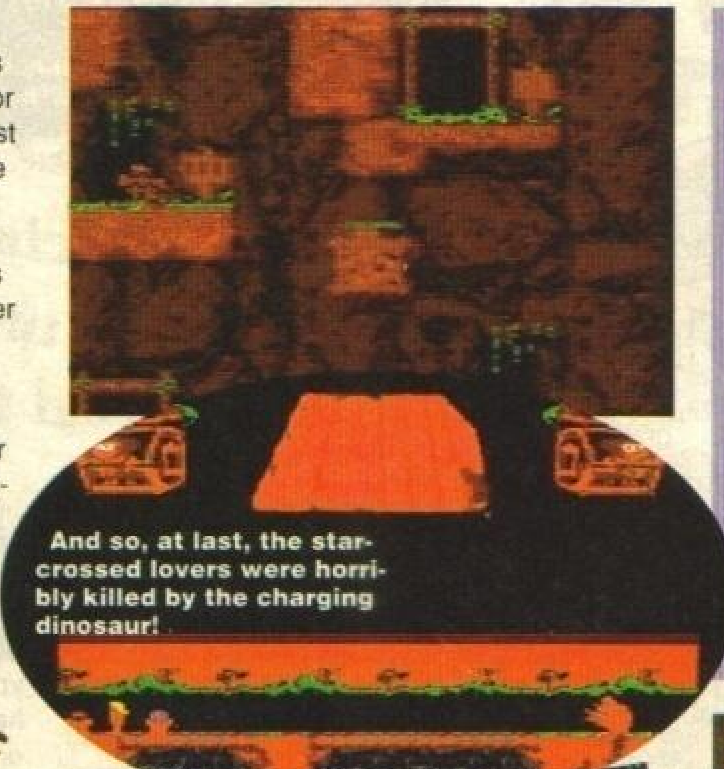
TRENTON WEBB



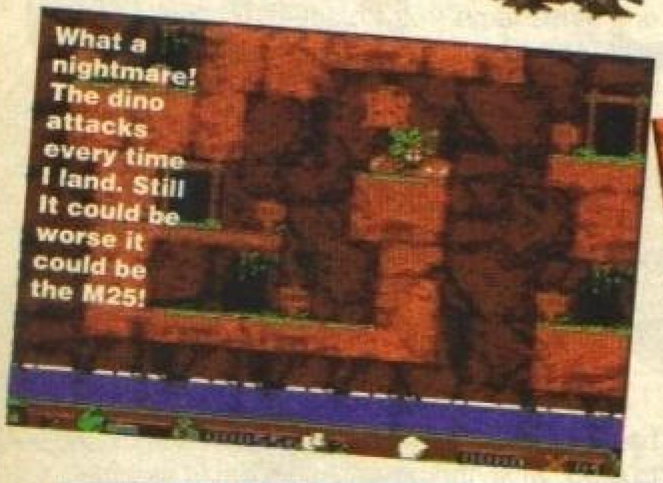
Pick up that fare and save the day, or at least earn enough cash to impress your girlie, Ms Ugh!

Take it easy on the throttle to hover; give some stick to die in a pile of orange wreckage!

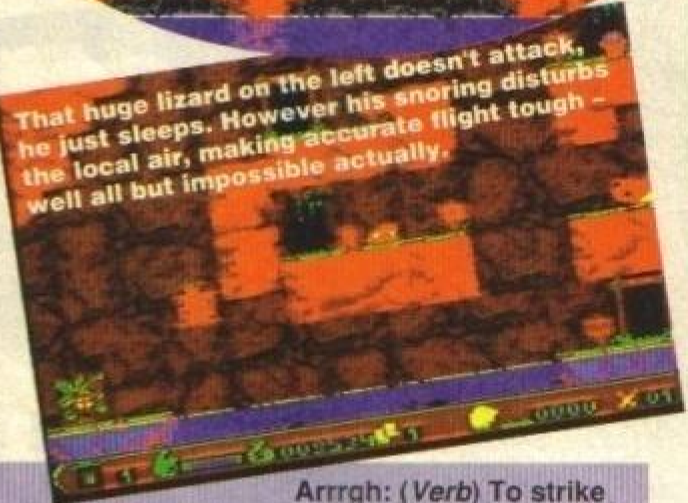




And so, at last, the star-crossed lovers were horribly killed by the charging dinosaur!



What a nightmare! The dino attacks every time I land. Still it could be worse it could be the M25!



That huge lizard on the left doesn't attack, he just sleeps. However his snoring disturbs the local air, making accurate flight tough – well all but impossible actually.

Ian
Cyclopedia

IAN CYCLOPEDIA INVESTIGATES HELICOPTERS

The first circumnavigation of the world in a helicopter was achieved by Jay Coburn and recent Presidential drop-out H Ross Perot! Their 'bird' was called the 'Spirit of Texas' because they came from Texas. It was fortunate they didn't come from St Louis or Lindbergh might have sued!

The largest recorded taxi fare was for a journey of 13,760 miles which cost £31,446! The journey took in 14 countries and went from London to Australia. None of the customers ran for Government.

Game	**UGH!**
Publisher	**Playbyte**
Cassette	**£11.99**
Disk	**£15.99**
Release	**End August**
Contact	**0462 851007**

POWER RATING

THE DOWNERS...

- Very frustrating on the later levels.

100

92%

0

- A sweet, sweet, sweet, touch game.
- A puzzle and dexterity test that's up there with the best of them.
- Masses of levels and three difficulty settings.
- Silly, but original concept.
- Excellent control system makes *Ugh!* really fly.
- Smart water effects make later levels look good and play well.
- Fine balance between caution, haste, food and monsters – tense stuff.
- Password feature allows you to restart at any stage.

...AND THE UPPERS

THE ORIGINS OF LANGUAGE:

The word Ugh was a giant step forwards for mankind as it was the first word ever spoken. Yet swiftly the number of objects, events and actions it had to describe rendered it uselss as a form of communication. For example, "Ugh, ugh, ugh, ugh," could mean both "My brontosaurus has a hernia," and, "Where's my best loin cloth gone?" So new words had to be invented. Here are some examples of these prototype 'words' – many of which never caught on:

Blah: (*Noun*) The greater horned Yak, a species eventually domesticated by the first farmers.

Arrgh: (*Verb*) To strike with a large wooden club in a threatening (non-fraternal) way.

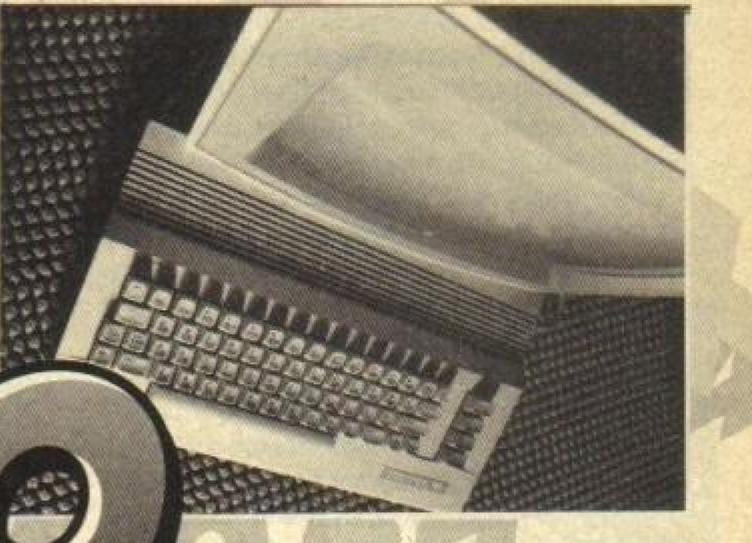
Arrrgh: (*Verb*) To strike someone with a large wooden club in a friendly (fraternal) way. This was the customary greeting between two members of the same tribe. NB: The handshake wasn't invented until 134BC.

Soccah: (*Noun*) A popular sport amongst cave dwellers soccah involved arrghing rival tribes. Most games tended to end in draws, however, because fellow tribe members tended to arrrgh themselves before the opposition had a chance.

Yuk: (*Noun*) An expression of shock commonly used when being arr(r)ghed, being charged by a blah or discovering that your neighbiour is a traffic warden and they've just beak-clamped you pteradactyl.

Umm: (*Noun*) An expression of delight commonly used when you see your neighbour being arrghed by an entire soccah team and then charged by blah!

INSIDE INFO



Where am I? "In the Inside Info pages." What do you want? "Information." You won't get it! "By hook or by crook we will." Who are you? "Um, Jason Finch actually. Hello." Who is Number One? (I am actually, and I reckon it's time to prove it – GET ON WITH ANSWERING THOSE TECHIE QUESTIONS, FINCH! – Ed.)

LAWS 'N' STUFF

Dear Inside Info,

1) I know that it would be quite long, but could you please print a program for listing directories on a 1541 disk drive? I have tried but all I got were my program names covering the screen – very messy!

2) I have a Basic compiler and find it very useful for converting my programs, but I'd like to know whether or not I need to ask permission from the author before I sell my programs to make sure that I don't break any laws.

3) Could you please add a Basic compiler to the cover tape? I know a lot of people who want one. I'd also like to see many more programs for the C64 in Inside Info, please, as my friends write appalling programs! I've added one of mine to this letter which I have had in my mind for ages but could never be bothered to send before.

4) Also, I've written a program called *Armageddon* – which is a utility package – and would like to know where and how I need to get it copyrighted.

5) Finally, which computers, if any, can the C64 emulate?

Luke Jenkins, Penge, London.

Hey! I predict these clothes will be fashionable in Swindon in 199

Quite a mixed bag there. Here we go:

1) Regarding the directory listing routine – would you be looking for a Basic version or a machine code version? Could you write back and let me know, and then I'll hunt down a suitable little proggie for you.

2) With your programs, there is no need whatsoever to ask permission from the writers of the compiler before you sell a program compiled using their utility, not so far as I'm aware anyway. It would strike me as very silly if that were the case; far better is for you just to make some mention somewhere in the program, perhaps on an introductory screen, saying that the program was written by you and compiled using whatever compiler you use.

3) Additions to the cover tape are made at the Ed's discretion and I'm not in a position to control what does or does not see the light of day on the cover tape. But it's a good suggestion. I'll publish in Inside Info any worthwhile programs that we get, so long as they are short enough to fit into a reasonable space... whatever that may be.

4) Thanks a lot for your program – make sure you SAVE it before you RUN it because the program will erase itself if you don't get the password right – it's "LETMEIN". Here's the program:

```
10 REM ** PASSCODE STARS **
20 PRINT "ENTER PASSCODE"
30 FOR N=0 TO 6: READ L$: C$(N)=L$: NEXT
40 FOR J=0 TO 6
50 GET A$: IF A$="" THEN 50
60 PRINT "*";
70 IF A$=C$(J) THEN X=1: GOTO 90
80 X=0
90 NEXT
100 IF X=0 THEN NEW
110 PRINT "YOU MAY PASS WITH HAPPINESS"
120 REM ** REST OF PROGRAM **
500 DATA L,E,T,M,E,I,N
```

There is no hard and fast way to copyright a program. There are sensible guidelines, though. Put a message in the program saying that it is Copyright Luke Jenkins 1992. That shows people that you don't wish it to be copied or altered and then resold. Then put a copy of it in an envelope, stored on a cassette or disk, together with anything else relating to it, such as development notes or instructions. Then stick your name and address on the envelope, seal it and sign your name across the seals. Finally, put a few stamps on it and bung it in your nearest post box.

It may seem ridiculous but then your package will be sent back to you, and it will have had the date stamped on it by the Post Office. Assuming you don't open the packet or break the seal, you can, if the need arises, take it to a solicitor and prove that the contents were put in there on whatever date is stamped on the front. You should then be able to prove you had the program and idea before anyone else. That is the essence of Copyright on something like a program – just being able to prove that you had the original idea and had stated within the original that you wished the program to be copyrighted. Or at least that is what people tell me!

5) On your last point, the only computer that I have seen the C64 emulate is the old Speccy 48K. I've seen an Amiga emulate a C64 and a PC emulate a C64, but not vice versa.

MANUALS FOUND

Dear Inside Info,

It is in the interest of fellow techies that you print this letter. Upon reading Lee Colclough's letter in *CF*22 concerning disk drive manuals I noticed that you were unable to give Lee a very positive response. This is where I come to the rescue. If Lee, or anyone else come to think of it, is still after a 1541 disk drive manual they are available from: CPC Plc, PO Box 158, Preston, Lancs, PR1 1YJ. Simply ask for '*User Manual, Part Number CM1540031-03*' and enclose a cheque or postal order for £7.83. Mind you, it might be wise to check with them for availability first on 0772 555034. They stock all sorts of C64 spares too! Plug... plug... plug...

Chris Hughes, Suffolk.

Who are you? The Managing Director of the company? Even though the last bit does turn your letter into a blatant advertisement I thought it useful enough to publish it. The details have been entered into my little black book of useful addresses for future reference. Thanks a lot for the information.

LONG TIME COMING

Dear Inside Info,

I have had a C64 for about eight years and have learnt to program in Basic reasonably well. I am starting to write my own game and have found several problems that I need some help with.

1) I have written a simple Basic program to display pictures drawn on the Image System art package (the one that comes with the *T2* pack for the C64C). How can I cut the loading time for each picture down as it takes up to five minutes per picture?

2) How can I cut the loading time down for normal Basic programs?

3) How do you get a flashy border when the program is loading, like you see on some commercial software?

4) Is there any way of altering the RESTORE command to restore data to a certain place instead of the beginning?

5) I have recently bought a C64C (the newish version of the C64). What are the differences between the C64 and the C64C?

6) How can I link my two C64s together and send text or programs from one to the other?

7) I made one of those reset switches that fits in the serial port. It works on my C64 but not on my C64C. Why?

8) Is the TIB disk drive really any good?

9) Where can I buy a C128 and how much should I expect to pay for it?

Finally, I have some handy POKEs:

To stop programs listing: POKE 774,0.

To put the listing back to normal: POKE 774,26.

To lock the computer up when LIST is typed: POKE 774,0:POKE 775,0.

To reset the computer instead of turning off and then on again: SYS64738.

Richard Pemberton, Crewe.

"The 9.15am to Waterloo will be delayed because we've got an image to live up to."

Thanks very much for the useful POKEs. I'll attempt to answer a few of your questions as a return favour (though I don't have to be bribed – I get paid for this you know). (*That's what you think – Ed.*)

1) You can't cut it down without a lot of hassle. You would need to compress the information that makes up the picture which is tricky. Alternatively, you could fork out £30-odd or so and buy an Action Replay cartridge which has a tape turbo built into it that will make your piccies load in a matter of seconds, assuming they have been saved out to tape using the same tape turbo system.

2) Erm, in the same way as with your pictures. You need a turbo loader.

3) To get a flashy border you have to write a piece of machine code that changes the border colour first of all. Then you have to write a program, probably in BASIC, that changes a couple of pointers in the memory to point to your machine code routine. Then you load your program and set the pointers back to what they were beforehand. It's a bit complicated – I'll try and summon up a program for next time, okay?

4) Yes, but I don't know how, unfortunately. It needs a piece of machine code to be written – you can't actually use the RESTORE command to do it. Perhaps some other readers can help out where I have failed so dismally (sob)? (*Save the amateur dramatics for the football field – Ed.*) Send in your solutions.

5) The newer version basically looks more like a computer than the old-style shoebox design and a few of the errors and problems with the old ROM (the computer's internal operating code) were sorted out and changed so that the computer worked a little better. Also a few changes were made to the VIC II graphics chip, but there are no major differences.

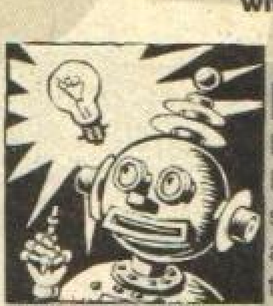
6) This is a very complicated process that requires you to make a cable that connects one user port to another. You then manipulate input and output addresses in the memory to control what is sent by one and received by the other. It really needs a large article to explain it clearly. Sorry I can't help with that one in detail.

7) Probably because your C64 is broken – I've never heard of a reset switch that works via the serial port and if it does, then there is something seriously wrong with the internal workings of your C64. Assuming you mean the expansion port or user port, there is no reason why it shouldn't work with your new C64C. As I made clear in the last answer, there were no major changes to the wiring.

8) Erm, controversial, this one. In my opinion, at the moment it is not worth buying one really. There is no software of any quality that supports the drive. And if you want to load your pictures from the drive, you won't be able to do it from within another program because of the way the drive plugs into the computer.

9) You could try Cavendish Commodore in Leicester. Their telephone number is 0533 510066 and a C128, if they have them, will set you back no more than about a £100.

They've already used the Fuzzbox and Fuzzy Felts in the *Fuzzball* review so I get stuck with the tenuous 70s police reference.



FUZZY SOUNDS

Dear Inside Info,

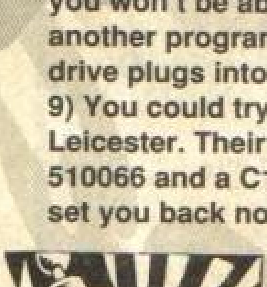
I have a short listing that you should take a good look at. It allows a music tape to be run through your C64 with a bit of fuzziness (and some pretty colours). Just copy out the listing, SAVE it, and then RUN it. Put a music tape of your choice in the C2N Datassette unit and press the PLAY button. Be amazed – well, a little bit. That's it, chaps. Please print this letter as it is the letter that'll set me on the road mega stardom. Ta very much.

Dave Da Bubble, Bubbleland.

Okay then, I'll print this one. It's quite a novel little piece of machine code that I must admit I have never come across before in my time using the C64. However, when I demonstrated it to my dad he couldn't tell the difference between the *Utah Saints* and the *Pet Shop Boys*. Your 'bit' of fuzziness is a slight understatement – but the idea is there and I really do like it. Here goes then:

```
10 C=0: FOR L=49152 TO 49198
20 READ A: POKE L,A: C=C+A: NEXT
30 IF C5424 THEN PRINT "CHECK DATA!!": END
40 SYS 49152
50 DATA 120,165,1,41,159,133,1,162,0, 142,17,208,138,157,0,212
60 DATA 232,224,24,208,248,160,15,162, 0,173,13,220,41,16,208,6
70 DATA 140,24,212,76,25,192,142,24, 212,238,32,208,76,25,192
```

And I'll keep your original letter so I can sell it at Sotheby's when you've become famous.



MYSTERY COMPO

Dear Inside Info,

Recently, while looking through previous copies of *CF*, I came across a competition. It was in *CF*16 and it was about putting text and pictures on the screen whilst loading was taking place. Then I looked through the rest of my issues of *CF* and couldn't find any solution to it. So please can you print it.

And PLEASE print this because last time I sent something in to you it didn't get published.
Mark Dyer, Suffolk.

Awww, you poor thing. Sorry I didn't answer your last letter but I thought you must be related to *Andy* Dyer, a strange, fearsome being that once worked for this magazine, and that put me off.

As to the solution to the competition, I plead innocence seeing as how I didn't come on the scene until after its launch. I'm sure that if a suitable solution ever reaches the office it will get published, but, of course, all that is up to the great king that sits snugly in his leather executive chair all day, otherwise known as 'Ed'. (*Actually, I wasn't around when the competition appeared in the magazine, either. My predecessor, that curious Campbell fellow, a being even more feared than the dreaded Dyer, was in charge at the time. I can only assume that no one actually sent in a printable solution! – The Reigning Ed.*)

NO, I WON'T!

Dear Inside Info,
First of all, congratulations on Inside Info – it's a most excellent section of the mag. Not that all the other parts like, Gamebusters, The Mighty Brain, and so on, aren't superb as well. Enough... I wondered if you, or someone else of equal cleverability, could help me. I'm making a game with the *3D Construction Kit* and I want to put a picture on it. The only art package I have is *Vidcom*, so I need to move it to memory address $3800. I've got an Action Replay Mk VI so can you please tell me how to do this?

Keep up the good work and keep begging for more pages – and a lower price! We want more Inside Info! One more thing... be a naughty boy and title this letter *God Gave Rock'n'Roll To You* please!
Kiss fan, Rockville.

Tut tut, you are pushing your luck, aren't you? You want an answer AND a title of your own choosing. Noooo – it wouldn't fit anyway. And with respect to the begging... Trenton, love, please, please, please give me more pages. (*Your wish is my command, Jason. You shall have another page! - Ed*). (*Actually this last Ed's comment was not written by me at all – Finch wrote it himself. I decided to leave it in to show you what a strange, deluded creature he is. He actually came begging to me on bended knees with stories about a dog and two stick insects to support, and needing the extra money. It was really embarrassing! And by the way, Jason, don't call me love! – The real Ed*)

But to get down to your problem. I presume you want the picture moved to $3800 in memory... erm, why? You cannot display a picture if it is positioned at $3800 – only a character set can be displayed at that location. But anyway, I'll give you a few brief words and you can take it from there (presuming you *can* take it anywhere – drop me a line and tell me what exactly you're trying to do).

***Vidcom* saves piccies out with the actual picture at $6000-$7F40, screen information is at $5C00-$5FE8 and colour data at $5800-$5BE8. To move stuff using Action Replay you enter the monitor and give the command M XXXX YYYY ZZZZ/ where XXXX and YYYY represent the start and end addresses (in hex) of the block of memory you want to move, and ZZZZ represents the address you want it moved to. For example, M 6000 7F40 4000 would move the memory at $6000-$7F40 to $4000, or rather it would copy it to there. I hope that helps to get you started.**

By the way, while we're on the subject of paint packages, as we vaguely were, there's no need for any of you to have inferior art programs after next month because *CF* will be proudly carrying *Saracen Paint* on the cover. Worth £13, it was awarded a corker in this very mag when we reviewed it just seven month ago. So all you budding computer artists are on to a winner. (*Thanks for the plug, Jason. You get to keep you job – Ed.*)

Be seeing you.

YOU'RE MY LAST HOPE

Never fear, Finch is here. No matter how tough your C64 problem Jason'll do his darnedest to solve them for you. Just drop him a line describing what's got you in hair-pulling-out mode at Inside Info,
Commodore Format, 30 Monmouth Street, Bath,
Avon BA1 2BW.

BOXED IN

Dear Inside Info,
Following the request for more information in *CF*22, this program, which is used with Basic, allows a box to be drawn anywhere on the screen. This could be useful for menus, headers and so forth. The box can be any size (providing it fits on the screen), any colour and can also be reversed. There are no limits to the number of boxes you can draw, so multiple boxes can be defined. To position a box, certain values need to be defined. You should enter a command something like:

```
SYS 49152, x, y, l, w, r, c
```

The letters should be replaced by numeric values, where:

- x is 0-24
- y is 0-38
- l is the length of the box 0-24
- w is the width 0-38
- r is the reverse flag and is either a 0 (zero) for off, or a 1 for on
- c is the colour of the box 0-15

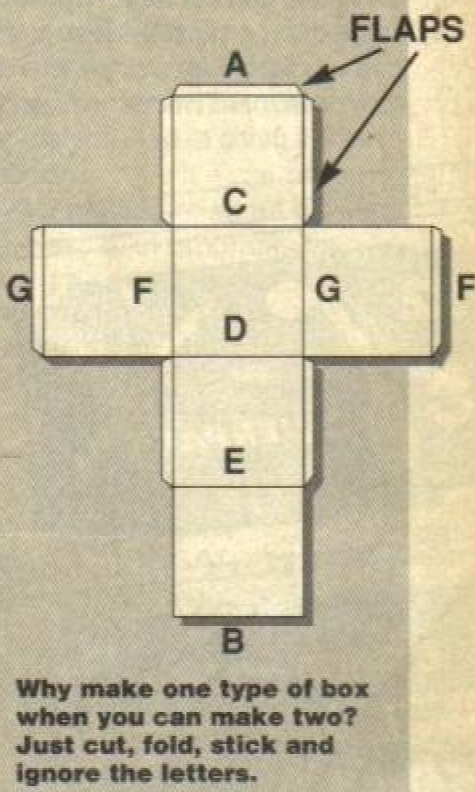
So to place a red, reversed box at co-ordinate 1,1 with the length 10 and width 5 you would use:

```
SYS 49152,1,1,10,5,1,2
```

I hope a few of you will find this routine useful. You should just type in the Basic loader program, SAVE it and then enter RUN to initialise the machine code.
Andrew Coombs, Colchester.

I'm sure plenty of people will find the routine very useful indeed. You could incorporate the Basic loader into your own programs so that the data is read in first, allowing your own programs to display the boxes simply. Thanks for the listing, Andrew.

```
10 FOR X=49152 TO 49334
20 READ Y: POKE X,Y: C=C+Y: NEXT
30 IF C<>30226 THEN PRINT "DATA ERROR!": END
1000 DATA 173,134,2,141,183,192,32,241,183,134
1010 DATA 251,32,241,183,134,252,32,241,183,134
1020 DATA 253,32,241,183,134,254,32,241,183,142
1030 DATA 184,192,32,241,183,142,134,2,166,251
1040 DATA 164,252,134,214,132,211,32,108,229,174
1050 DATA 184,192,224,1,208,5,169,18,32,210
1060 DATA 255,169,176,32,210,255,162,0,169,192
1070 DATA 32,210,255,232,228,254,208,246,169,174
1080 DATA 32,210,255,166,251,232,134,214,162,0
1090 DATA 134,251,164,252,132,211,32,108,229,169
1100 DATA 221,32,210,255,160,0,169,32,32,210
1110 DATA 255,200,196,254,208,246,169,221,32,210
1120 DATA 255,230,214,32,108,229,166,251,232,134
1130 DATA 251,228,253,208,213,164,252,132,211,32
1140 DATA 108,229,169,173,32,210,255,162,0,169
1150 DATA 192,32,210,255,232,228,254,208,246,169
1160 DATA 189,32,210,255,174,184,192,224,1,208
1170 DATA 5,169,146,32,210,255,173,183,192,141
1180 DATA 134,2,96
```



Why make one type of box when you can make two? Just cut, fold, stick and ignore the letters.

DATA, SETTE and MATHS

Part 2

Click, whirr, click. Is that it? Is that how you think of your datassette? Just some utilitarian device for loading up your games? That's very sad when you and your tape machine can have a full, meaningful, two-way relationship that could be so much more rewarding. Want to find out how? Then Bones is your counsellor for this second session on making the most of your datassette.

There's an ancient Himalayan proverb that says, "There's more to using a datassette than bunging in a tape, pressing the F.FWD button and waiting for your game to load." And those old Tibetan Lamas were extremely wise men (and obviously blessed with amazing powers of prescience), because if you're prepared to put in a little effort in the old programming side of things (yes, you actually have to get your hands dirty and type in a few commands) you can use your trusty tape machine to achieve many wondrous and handy things.

Like what? Well, we've already revealed a few last issue (and if you missed it what are you waiting for? Turn to page 52 and order your back issue now!) and because we're such nice people, we're going to tell you some more. So read on to find out how to get a list of every program on a cassette, how to automatically load a program from anywhere on a cassette and much, much more. Hold on to your fedoras, it's going to be a not-too-gently undulating ride…

SIDE 2
CF
tape
POWERPACK
commodore
PLAY
REWIND
F.FWD
STOP
EJECT

CREATING A LIST OF CASSETTE CONTENTS

We are just so good to you. Guess what we've done now. Well, y'see there's this great little program that will print to screen a list of the contents of a tape, and to save you typing it in we've included it on this month's covertape under the name *Header Reader*. This program will check through any cassette tape and read the file/program header information of each file or program contained on the tape. When it finds a program it will pause allowing you to make a note of:

(A) the tape counter.

(B) what type of file it is – whether it's ABSOLUTE (non-relocatable machine code), RELATIVE (relocatable Basic) or FILE (data).

(C) the size of the header in kilobytes – these are usually around 0.9k.

(D) the start and…

(E) …the end memory addresses of the header file in the cassette buffer.

(F) …the file name of the program.

When the tape reaches the end all you need to do is to press the RUN/STOP key which will display the screen and the files listed (note – if the tape contained numerous files then some may have scrolled off the top of the screen).

TAKE A PEEK

© ANCIENT MICRO MAG 1982

Using the PEEK instruction during the course of file management allows you to read out a filename, but often, perhaps because you have wound the tape back too far, for example, the computer throws up a ?FILE NOT FOUND message, which can be very annoying after a long search through the tape. However, it is possible to get the computer to let you know what file it has found each time it reaches one.

Assuming you know the order the files are in, then you will easily know whether to wind the tape on a bit or go back to an earlier position, The following lines of code will force the computer to display the name of every file that it encounters:

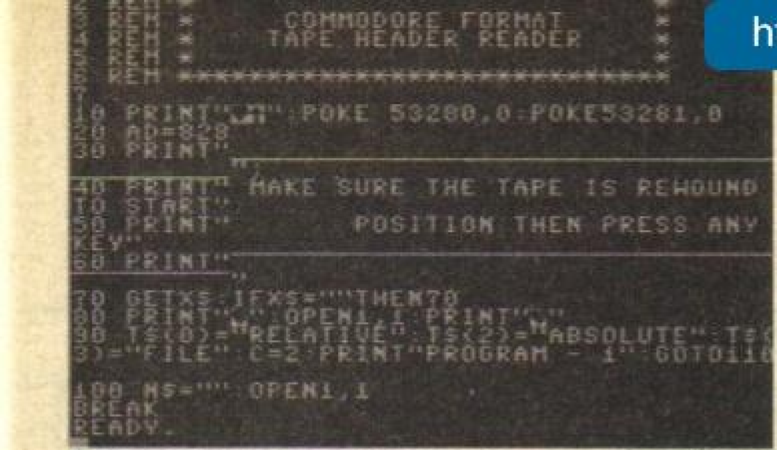
```
100 INPUT "FILE NAME";FN$
110 L=LEN(FN$)
120 FX$=""
130 OPEN 4,1,0,FX$
140 FOR I=0 TO
15:FX$=FX$+CHR$(PEEK(833+I):NEXT
150 PRINT"[DOWN]...FOUND ":FX$
160 IF
LEFT$(FX$,L)<>LEFT$(FN$,L)THEN
CLOSE4:GOSUB200:GOTO120
170 PRINT"[DOWN]...FILE BEING
LOADED"
200 POKE 198,0:WAIT198,1210
RETURN
```

Because the OPEN instruction in line 130 has no name this will cause the computer to load every header into a buffer. In lines 140-160, by means of the PEEK instruction, the data, or file name, is loaded from the buffer into the string FX$. If a negative result is found during the comparison of the file name held in FX$ with

Commodore!
24
1 COMPLETE GAME!
FAMOUS 5
POWER PACK
4 DEMOS
COOL CROC TWINS
THE CF POWERPACK

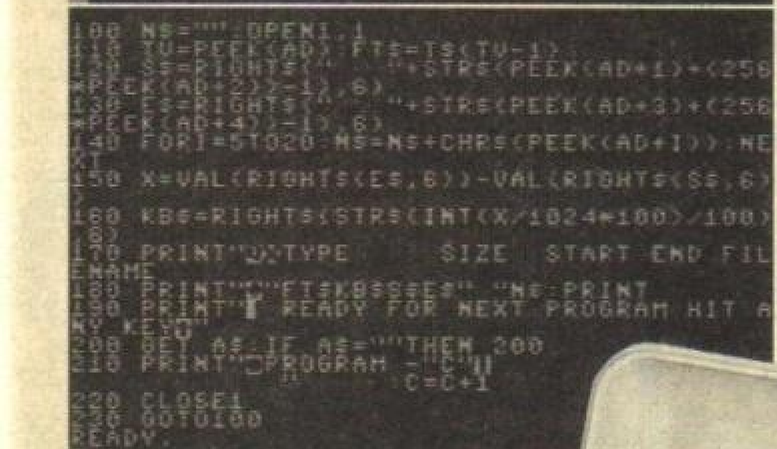
GET IT TAPED!

Played all the way through your Powerpack yet? Well, if you have you'll have found two small programs tucked on the end of side two. *Catalog* and *Header Reader* are their names and if you want to know exactly how they work then you're going to have to read this feature. Suffice to say if you fast forward to the end of side two, rewind about 50 tape counter units, load them in the usual way, they'll change your datassette's life (probably)!



```
2 REM *       COMMODORE FORMAT          *
3 REM *       TAPE HEADER READER        *
4 REM *                                 *
5 REM *                                 *
6 REM *********************************
7
10 PRINT"":POKE 53280,0:POKE53281,0
20 AD=828
30 PRINT"────────────────────────────────
";
40 PRINT" MAKE SURE THE TAPE IS REWOUND
TO START"
50 PRINT"          POSITION THEN PRESS ANY
KEY"
60 PRINT"────────────────────────────────
";
70 GETX$:IFX$=""THEN70
80 PRINT"":OPEN1,1:PRINT""
90 T$(0)="RELATIVE":T$(2)="ABSOLUTE":T$(
3)="FILE":C=2:PRINT"PROGRAM - 1":GOTO11

100 N$="":OPEN1,1
BREAK
READY.
```



```
100 N$="":OPEN1,1
110 TU=PEEK(AD):FT$=T$(TU-1)
120 S$=RIGHT$("     "+STR$(PEEK(AD+1)+(256
*PEEK(AD+2))-1),6)
130 E$=RIGHT$("     "+STR$(PEEK(AD+3)+(256
*PEEK(AD+4))-1),6)
140 FORI=5TO20:N$=N$+CHR$(PEEK(AD+I)):NE
XT
150 X=VAL(RIGHT$(E$,6))-VAL(RIGHT$(S$,6)
)
160 KB$=RIGHT$(STR$(INT(X/1024*100)/100)
,6)
170 PRINT"TYPE      SIZE  START END FIL
ENAME
180 PRINT""FT$KB$S$E$"  "N$:PRINT
190 PRINT" READY FOR NEXT PROGRAM HIT A
NY KEY"
200 GET A$:IF A$=""THEN 200
210 PRINT"PROGRAM - "C"
    "  :C=C+1
220 CLOSE1
230 GOTO100
READY.
```

We were going to print the listing for *Header Reader* and let you type it in, but this Bones is a nice guy and he's already done it!

the original file name being searched for in FN$, the the search is continued, otherwise the program loads the file into memory.

APPENDING BASIC PROGRAMS

Commodore Basic is, well, basic! How often have you wanted to load in several files and then link them together in a cain? Files such as often-used sub-routines in a program you might be creating, or the data for sprite images, or user-defined character sets, for example. Well, by utilising the Basic Pointers, 43, 44, 45 and 46 this is not only possible but also fairly easy to do. Here's how:

Load the first program and set the start address by typing:

```
PRINT PEEK(43), PEEK(44)
```

and make a note of the values. Now enter:

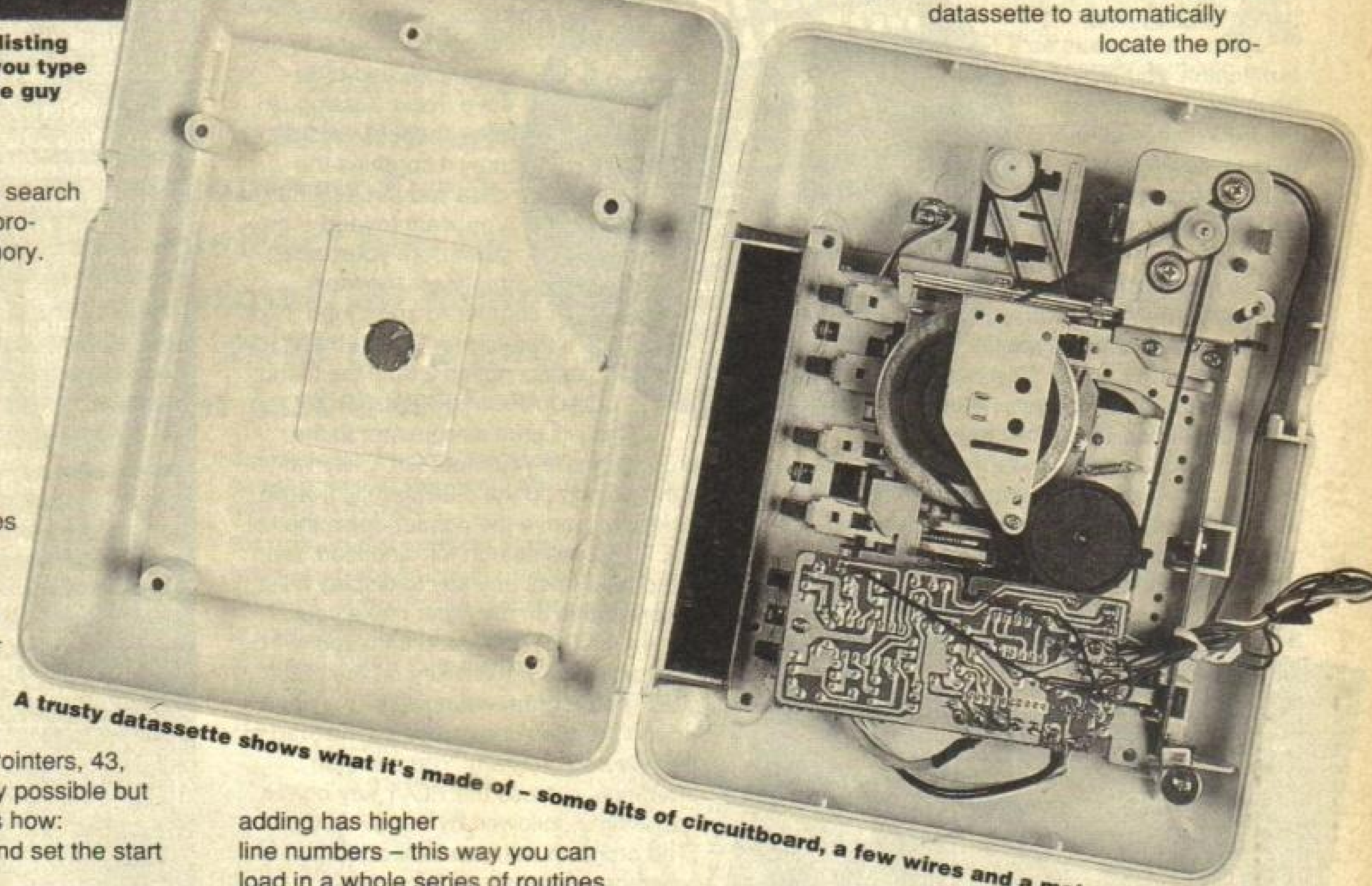
```
POKE43,(PEEK(45)+256*PEEK(46)-
2)AND255 <return>
POKE44,(PEEK(45)+256*PEEK(46)-
2)/256 <return>
```

NB: Because there are always two zero bytes at the end of a Basic program acting as the program end markers (as explained last issue), then the end vector must be subtracted by two. If you now do a LIST it appears that there is no longer a program in memory – of course, the original program you loaded is still there, but since you've just changed the Basic Start Pointers the program is below them.)

You can now load the second program, and if you LIST it, once loaded, only this program's listing will be printed on the screen. Now write back the original values you noted into locations 43 and 44:

```
POKE 43,N: POKE 44,N
```

Now perform a LIST and Hey Presto you have appended one program on to another. There's just one important point to remember. Ensure that the program line numbers of the first program are lower than those of the second program, otherwise you'll discover problems (ie, neither will run)! So make sure that the program you are adding has higher line numbers – this way you can load in a whole series of routines.



A trusty datassette shows what it's made of – some bits of circuitboard, a few wires and a motor thingy.

There is a much more eloquent method of creating such a program but it requires machine language to achieve, and programming in machine code is another article altogther (*Is this a hint or something? – Ed*). However, if enough of you write to that nice chap Trenton, the editor, *(Yes, he's buttering me up now, so it must have been a hint! – Ed*) asking him for a Machine Code Append program, I'll be more than happy to write one for the Powerpack tape!

PROGRAM CONTROL OF THE DATASSETTE

One of the rather funky things we showed you how to do last issue was how to automatically start and stop your datassette through program control every time you load up a program. This is a very useful function that you can exploit even further, and, you guessed it, we're going to show you how. Here's a rundown of the various memory locations that enable you to control the motor, and check to see if a key on the datassette has been pressed:

Address	Value	Function
1	AND 223	motor on
1	OR 32	motor off
192	0	motor on
192	1	motor off
1	16	key pressed

Also handy is the following simple instruction which will make a program wait until a key is pressed on the datassette:

```
WAIT 1,16,16
```

AUTOMATIC LOADING

So armed with this knowledge, what little tricks can you achieve? Well, wouldn't it be handy if you could name a specific program on a tape full of programs and then get the datassette to automatically locate the program you've specified, and then load it? Of course it would, and, what's more, we've handily included a program on this month's Powerpack that lets you do just that.

All you have to do is save *Tape Catalogue* at the beginning of an empty tape, then save a series of programs following it, leaving a short gap of about 10 seconds between each one. *Tape Catalogue* will store timing information and each program name as data statements. The timed information is the time it takes to wind from the end of the *Tape Catalogue* program to the beginning of each of the programs stored on the cassette tape.

So, after loading "TAPE CATALOGUE" place a blank tape into your datassette and then save "TAPE CATALOGUE". Once you've done this let the tape run for about 10 seconds (you don't have to sit there with a stopwatch, though – a rough estimate is fine) then store the the first of your programs. Leave another 10-second-or-so gap then

CF
POWERPACK
commodore
RECORD
PLAY
REWIND
F.FWD
STOP
EJECT

save the next program and so on until you have stored all the programs you want on to the tape (unfortunately there's a limit of eight but it's better than a slap in the teeth with a wet haddock). Note down somewhere the starting numbers on the tape counter together with the file name of each program as you save it. Once you've done this rewind the tape to its start, reset the tape counter then load and run *Tape Catalogue*.

You will now be presented with a menu containing three options:

1. CREATE NEW CATALOGUE
2. LOAD FROM CATALOGUE
3. READ INSTRUCTIONS

Choosing Create Catalogue "C" you will then be asked to input each of the file names of the programs on the cassette (in the correct order, of course). When you have entered each file name finish by entering the "*" symbol which acts as a terminator. You will now be instructed to press the F.FWD key on the datassette. You can start or stop the datassette motor by pressing any key.

So by pressing any key a prompt will tell you to stop at the start of a particular file name, using the tape counter positions you noted down previously (and don't say we didn't give you plenty of warning). Press any key to stop the motor at that point. Now press any key again and the motor will start and you will be asked to stop it at the beginning of the next file name, and so on until you have entered each program on the cassette.

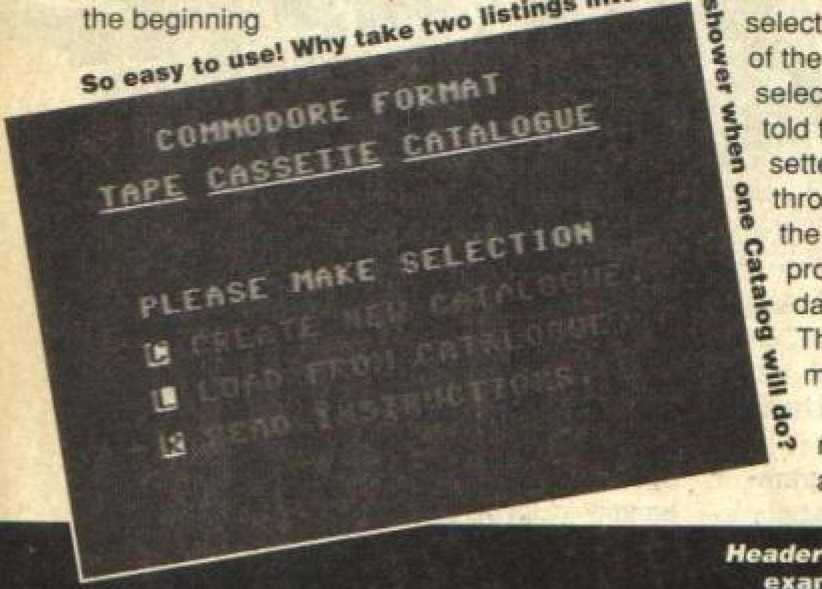
When the program finds the last entry, it will inform you of the proposed data statements that it is about to create, and then will print a message telling you to wind back the tape to the beginning, and to re-save *Tape Catalogue* over the first version; now it contains the data you need. When you want to load a program from your tape, simply set the tape counter to zero, load *Tape Catalogue*, Run it, then select option 2 from the menu: LOAD FROM CATALOGUE.

This will print a requester to the screen, which tells you that the F1 key will move the pointer up the catalogue list, while the F3 key will move the pointer down the list and RETURN will search for, and load, the selected file. Press any key to display a list of the programs on the tape, make your selection, hit RETURN, and then you will be told to press the F.FWD key on the datassette. The program will now start to search through the tape until it locates the start of the selected program. You are then prompted to press the PLAY key on the datassette, followed by the SPACEBAR. The program will now be loaded into memory. Simple!

Maybe not the end of multi-load nightmares as we know it, but certainly a great step in the right direction.

AND THAT'S NOT ALL, FOLKS

Would you believe there is still more to come next month? You can bet your sister's building society savings there is. In the last of the series – yep it's a trilogy, just like *Lord of the Rings* – Bones, son of Tibia and Fibia of Scapula Mountain, bearer of the sacred datassette of Commodore, recounts more marvels the plucky peripheral can achieve.

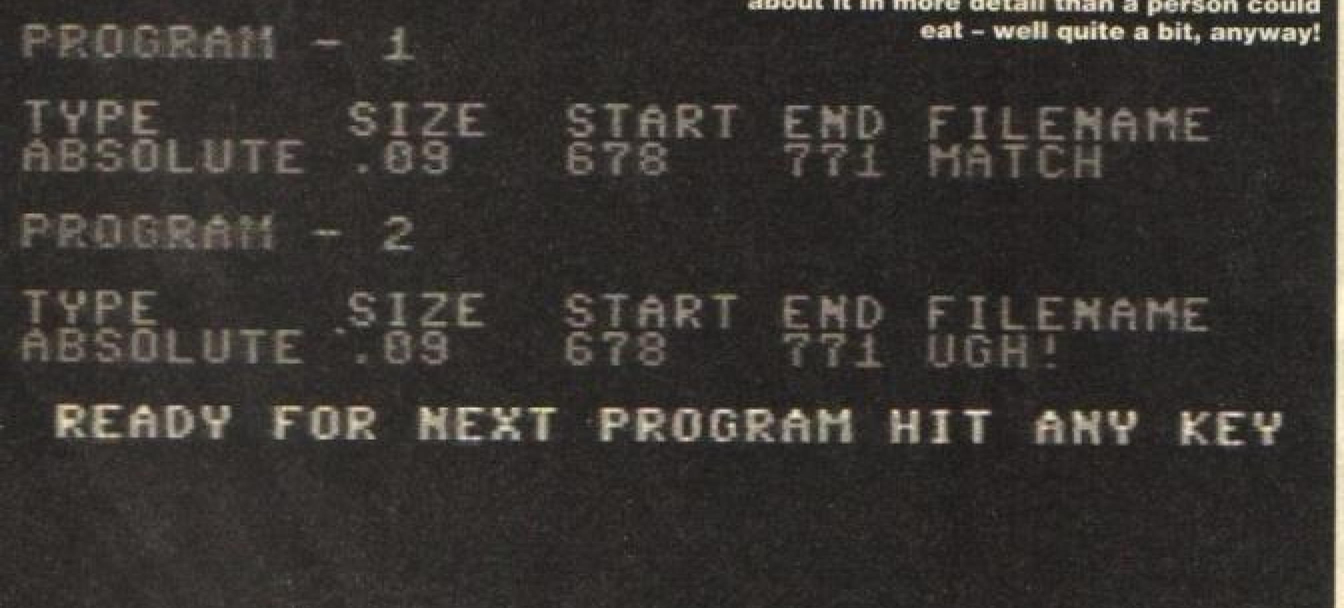


```
COMMODORE FORMAT
TAPE CASSETTE CATALOGUE

PLEASE MAKE SELECTION
C CREATE NEW CATALOGUE
L LOAD FROM CATALOGUE
R READ INSTRUCTIONS
```

So easy to use! Why take two listings into the shower when one Catalog will do?

***Header Reader* looks through your cassette, examines what it finds and then tells you about it in more detail than a person could eat – well quite a bit, anyway!**



```
PROGRAM - 1

TYPE      SIZE  START END FILENAME
ABSOLUTE .09   678   771 MATCH

PROGRAM - 2

TYPE      SIZE  START END FILENAME
ABSOLUTE .09   678   771 UGH!

 READY FOR NEXT PROGRAM HIT ANY KEY
```

Jan
Cyclopedia

TEN THINGS YOU'RE EXTREMELY UNLIKELY TO KNOW ABOUT YOUR DATASSETTE

1. A datassette can't load anything from disk. Any attempt to do so will reveal that these disks should really be called 'foldy' and not 'floppy'!

2. Datassettes are nearly all made in Taiwan, a country previously known as Formosa – spooky huh?

3. No external power is needed to run your datassette. There are two major theories concerning its power source. One is that it draws energy from the continual shifting of stars, the other is that it nicks some from your 64. One of these theories is badly flawed.

4. The little red lights that show when you are saving to tape are also used on Boeing jets to show when the bathroom is in use! (*Are you sure – Ed?*)

5. One datassette was a BBC superstar. Painted silver it appeared in *Doctor Who* as a Tri-corder. Resprayed gold it appeared in *Blake's 7* as a super-computer and in its natural dull cream mode it featured in *Star Cops* as a spaceship. So far none have appeared in *Red Dwarf* as the effects team there prefers to use Remmington Fuzz Aways.

The famous Ocelot 6 as seen in episdoe eight of *Blake's Seven*! Convincing eh?

6. Datassette is actually an anagram of A date states.

7. A datassette is NOT waterproof – we found this out conclusively when James dropped his in the bath (don't ask why).

8. The orange tab that lives behind the little window on the cassette is actually Panatone™ Orange number 1375.

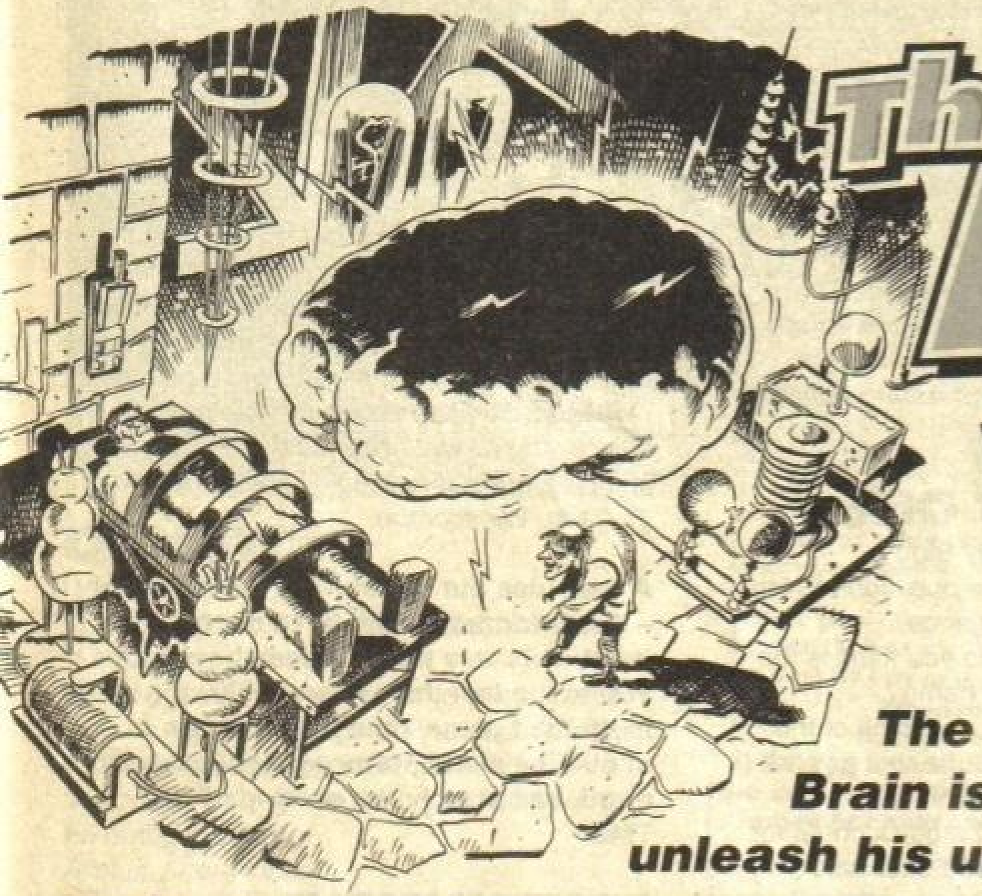
9. If you play a Danni Minogue tape backwards through your datassette, some small fragments of machine code can be loaded. Yet the same tape played forwards in a ghetto blaster reveals no fragments of music whatsoever!

10. Uuh that's it...

HORROR BEYOND BELIEF!

The Mighty Brain

CERT X



The Mighty Brain is set to unleash his unstoppable brain powers on the people of Earth – only you can save the planet! Distract him by writing to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. It's a long shot, but who knows, it might just work!

MARCUS IS COMPUTER CRAZY (APPARENTLY – TMB!)

Dear TMB

1) What's do you reckon is the best C64 budget football game and where can I get hold of it?
2) Have there ever been any C64 games that have scored 100 per cent in *CF*?
3) Will you ever put an adventure (text only) on future Powerpacks?
4) What's the best art program out on cassette or cartridge for the C64?
5) When will *Liverpool* be out on the C64?

Thomas 'Dudley Cool' Bradfield, Kings Lynn.

Terrier-like defender David Burrows gets ready for the Grandslam (*but that's Rugby – James!*)

1) Choosing the best budget footie game is a toss-up between *MicroProse Soccer* and *Emlyn Hughes International Soccer*. *MicroProse Soccer* is the faster of the two games, using a vertically scrolling arcade approach. *Emlyn Hughes* is a little slower and views the game from a weird perspective. *Emlyn*, though, in my opinion, has greater scope for skill development. *MicroProse Soccer* is available through Kixx (021 625 3388) and *Emlyn Hughes* through Touchdown (0268 541126). Both cost a mere £3.99.

2) Nope. That would indicate that the game was perfect – and no game can claim that title yet. Some have come close; *Last Ninja 3* and *Exile* both scored 97 per cent. Besides, if we gave a game 100 per cent then what would happen when a game came along that was even better – what score would we give that?

3) No, no, never in a million, billion, years. Oh. Um. Well, since you asked so nicely, all right then – look on the cover of this very issue!

4) I personally like *Saracen Paint* (which comes on tape and disk). To get hold of a copy either give The Software Business a ring on 0480 496497 or see page 53 for a rather smart *CF* subscription offer! But then I would say that wouldn't I?

5) Grandslam are working their little fingers to the bone trying to get it ready as soon as possible, but you know how tough it is programming with bony fingers!
TMB

Emlyn Hughes
INTERNATIONAL
CBM 64
RECOMMENDED BY
MATCH

Crazy Horse's computer kick-about is one of the best, and now it's a budgie!

MR MAD

Dear TMB,
TMB – How hideously deformed mighty brains can grow limbs with brain power.
Roger Frames – How to grow rich while you are asleep by Stingy Smith.
Ian Cyclopedia – Encyclopedia Britannica story book and cassette.

James Heaton, Sherborne.

As mighty as I may be, I'm not entirely sure quite what you're on about!
TMB

POKEY STICK

Dear TMB

Now, oh great grey blob of super intelligent matter, I know that you are extremely busy but I have a couple of computer-related questions that I would like to ask you.

1) Are computer games made with their cheat modes, listing pokes, etc, installed?
2) If so how do you and the *CF* crew go about finding them out?

Wayne Hay, Reading.

1) Yes, games are often made with cheats built in. These tend to be of the 'keypress' variety and are used by programmers during the testing process. Obviously, if they have written a huge arcade challenge they don't want to start playtesting without infinite lives or invulnerability.

Listing pokes, on the other hand, are actually small programs that subvert the original game code. Basically, they find the part of the program that counts lives or energy levels and disable it.

2) We give them to Andy Roberts – who

gets Martin Pugh and Warren Pilkington to help! Keyboard cheats are often publicised by the games' publishers a few months after release, or people just stumble on them. Listing cheats are discovered by monitoring the game program as it runs and seeing what numbers change when you lose a life or unit of energy. This part the program can then be tweaked with a short listing – which is usually written for a specific game.
TMB

Lookalikes - have any *CF* readers noticed the startling similarity between *The A Team*'s Face and *Battlestar Galactica*'s Starbuck? Are they, by any chance, related?

QUANTUM LEAP

Dear The Mighty Brain
1) Will there be a *Star Trek* game coming out or is there one available already?
2) Could you please tell my brother the fact that *Final Fight* was only awarded 19 per cent and not 91 per cent. He thinks that you just made a printing mistake.
3) Why does Dirk Benedict (the bloke who plays 'Face' on the *A Team*) look so much like Scott Bakula, the bloke who plays Sam Beckett of *Quantum Leap*?
Peter Durston, Plymouth.

1) Yes there was *Star Trek: The Promethean Prophecy* (MGA SoftCat/Simon and Schuster) and *Star Trek* from Firebird. Both of them were released about four years ago.
2) Read my lips, *no new taxes* – sorry must stop beating about the Bush! Read my lips, we did not make a mistake; *Final Fight* only scored 19 per cent.
3) Probably because they have similar shaped faces and bodies! However, have you noticed how much that one from *The A Team* looks like that Starbuck chappie in *Battlestar Galactica*?
TMB

A FAST ONE

Dear Squidgy Blob
I have some questions to tease your intelligence.
1) Which do you think is the best *Dizzy* game?
2) What do you think of the Kempston Quickshot joystick (I think it's brill)?
3) Have you got a quick cheat for *Bubble Dizzy* you could tell me?
4) When you Powertest games do you review the tape or the disk version?
Christopher Loftus, Warkworth.

1) Call me an old fool, call me a bit of dinosaur (*you foolish old stegosaurus – Ed*) but I liked the original *Dizzy* best, simply because it was original! These new whippersnapper Codies games can try to recapture that old magic, but you know, when they wrote that one they broke the mould. They don't write 'em like that anymore, in today's games you can't hear the words... (*oh stop wittering – Ed!*)
2) I think therefore it is!
3) Yes, so you'd better get ready... sorry too slow, you missed it!
4) The *CF* team Powertest from both disk and tape. Wherever possible we will have a look at both formats before making up our minds about the score. However, owing to the time pressures and costs involved, this is not always possible. Rest assured, though, if we can only get the game on disk we always, always, always bear the tape user in mind and are wary of the dreaded multi-load.
TMB

"The captions canna' take much more. If I write any more she'll blow!"

A Cephalopod! But how big and bad? Read on to find out.

OCTI-PLUS?

Dear TMB
The main reason I'm writing in is about the multi-load icon (the octopus). I think it would be more informative to the reader to include a score from one to ten next to the octopus icon. This would indicate how good or bad the multi-load is on that particular game. For example a one or two would be for the really good ones like *Robocop* (no reloading the whole game/level after losing all your lives) and nine or ten could be really dire like *R-Type* or *Budokan*.
T. Dann, Winscombe.

A neat idea but hopefully – well definitely – this information will be in the review itself. This way the octopus should alert you to the fact that we are reviewing a multi-load game, then in the review it should be made pretty explicit just how good, bad or ugly the multi-load is.
TMB

EDUTAINMENT

Dear TMB
Please answer a few of my questions or I'll set Kylie Minogue on you.
1) What, in your opinion, is the best joystick available for the C64?
2) You're a fraud!!! Considering that the human race has never found any evidence of life on other planets, and the most intelligent species on the planet earth is MAN this means that you are a human brain – as that is the most intelligent. So there.
3) What have the group KLF and games hippy Jeff Minter got in common?
4) Why do full-price games cost so much? £4 is enough for any game no matter how good.
Andrew McCombe, Cannock.

1) The best joystick has to be the Bug from Cheetah (☎ 0222 867777). It looks good, works well and comes in any colour you want – as long as it's black!
2) Honestly, your species never ceases to amaze me! Your logic does suffer somewhat from hubris. For instance, how do you know that mankind is the most intelligent species on the planet? Dolphins, whales and wildebeest all have massive brains but, just because they haven't developed motorised transport (apart from wildebeest, that is) they are considered 'inferior'! Besides, I am real and if you keep saying I'm not, I'll cry!
3) They are both carbonoid life forms with a penchant for pyramids!
4) Full-price games cost £10 plus because of the investment needed to develop them. Big licences like *Batman* cost a vast amount to arrange and this has to be reflected in the price. Then comes the cost of hiring a good team of programmers for months at a stretch. There is also the cost of mastering thousands of tapes and disks, and getting the snazzy boxes printed. All this adds up to some major moolah, but if the game is good, a lá *Hudson Hawk*, then it's definitely worth it.
TMB

lungs. — *n.* a medicine for lung diseases. — *ns.* **pneumoni'tis** pneumonia; **pneu'monoultramicroscopicsil'icovolcanoconio'sis** a form of pneumoconiosis caused by very fine silicate or quartz dust; **pneumotho'rax** (*med.*) the existence, or introduction of, air between the lung and ches… …collapse resulting from the e… cavity — a …

If in doubt check it out. Whenever stumped for a word humans can turn to dictionaries. Mighty Brains, though, just have to activate an extra 0.0003 per cent of their mind to remember every word ever invented.

CROSSWITS

Dear Mighty Brain
1) Is it true that my much-loved Datassette is becoming redundant?
2) Bet you didn't know that the longest word in the English language is Pneumonoultramicroscopicsilicovolcaniconiosis?
3) Joke: What's green and goes 'putt putt'? An outboard pickle!
Alistair Anonymous.

1) No. It's far too flexible and too popular a format to become 'redundant'. It's true that disks are faster, but cassettes are far, far cheaper and can hold vast amounts of information and code.
2) Yes I did (I watch *Catchword* too!) – it is a disease suffered by miners and is caused by constant inhalation of tiny quartz particles.
3) That's not a joke, this is a joke. I say, I say, I say, what's black on white and sits at the bottom of letters being abstract? Question 3!
TMB

BARBIE

Dear TMB
Aaarrrggghhh! I just had to sit through six hours of boring science and maths exams. I now have an aching butt. Those tacky green chairs are real cripplers. Did you know that us 14-year olds are being used as guinea pigs? Oh, it gets me so mad!
1) What has happened to the PD column?
2) Is the *GAC* booklet still available? As I am stuck in the middle of my mega, brilliant, tremendous, but decidedly average adventure. Why didn't you print the second part of the *GAC* feature?
3) How come you never answer your questions properly? I've noticed a change in your answers since the old *CF* team left. Gosh, is there a thought that you are not real? Heavens no!
4) How come you don't have a section devoted to us ACME DIY BBQ owners?
5) I bet you don't print this because because it's too long and VERY LOUD.
Stuart Sams, Newport Pagnall.

Sir, you are as mad as a balloon in Mid-Hampshire, that's singing *Jerusalem* with all the lights on! Anyway, Mr Sams, I'll do my best to help you out.
1) We have tried to cover all the best from PD in our round-ups of games, utilities and demos over the last few months. As page space is limited we are always forced to choose between the software we review, so it seemed better to do occasional round-ups rather than run a regular page. Is this the right decision or do you want a monthly column?
2) We did run the second part of the feature in *CF19*. Sorry it wasn't as sequential as we would have hoped, but lay the blame at the feet of that Ed chap. As for the *GAC* booklets, we still have a few left at our mail order branch. They cost £2.99 and are available by writing to *GAC* booklet offer, c/o *Commodore Format*, Somerton TA11 7BR. Just to ensure you're not disappointed give them a ring on 0458 74011 beforehand.
3) I do not evade questions! When was the last time I dodged an issue? As for the change in the tone of my answers, that's obvious. You see that Steve Jarratt ruled *CF* with an iron fist whereas this new Webb person is nothing more than an old hippie! I can get away with murder. You see, he trusts me...
4) Because that would be silly!
5) NOT HALF AS LOUD AS THIS, PAL!
TMB

THE END

TMB's getting a bit flabby – help get the grey one back in shape by writing in with your toughest questions to TMB, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. TMB stalks the mail sack every month, hunting down the best letters for the the hardest hitting, fastest talking and generally rather good letters section ever! (But please DON'T send any SAEs as TMB cannot guarantee to send out personal replies.)

Oh and by the way, Lord Reginald Popeye Scrutton III, the answer to your question is Ouagadougou, population 441,514 (approx').

READERS CHART

A couple of months ago I asked you to include the names of your favourite bands in your letters, so that I could get an idea of what music and which bands you like. This month's faves are:

1) METALLICA
2) BOOGIE DOWN PRODUCTIONS
3) KLF
4) REM
5) PUBLIC ENEMY
6) ERASURE
7) BABES IN TOYLAND
8) JAMES BROWN
9) ACTIV-8
10) SONIC YOUTH

Keep writing in with info on your current faves, it makes interesting reading. The chart positions reflect the order in which the letters were opened, not artistic merit!

Hey what's this? It's got a good beat! Time for some serious 'dad dancing!' Swing those arms...

4
8
10
2
…IE DOWN PRODUCTIONS
BY ALL MEANS NEC…

ROGER FRAMES
buys
Budjit Games

There's bound to be trouble when Roger reviews Total Recall *in the same issue as two tennis sims.* But this time the stingy cheapskate seems to have lost his mind entirely. Read on for a slightly amusing tale of interplanetary amnesia...

***International 3D Tennis* and *Pro Tennis Tour* gave me the urge to take to the court, so off I popped to my local club, which was doing two tennis lessons for the price of one. I simply put my name down, didn't turn up (or pay for) for the first lesson, and claimed my second free lesson. Brilliant, eh?**

By shouting, screaming and waving my arms, I distracted the pro enough to actually take a point off him. Overcome with glee, I vaulted over the net, Becker-style. My toe snagged and I collided very painfully with the ground.

And when I awoke, I couldn't remember a thing. I felt like a different person. I had this weird memory that I'd been on Mars. I remembered a girl with blonde hair and a vicious smile. I knew I must get in touch with her again...

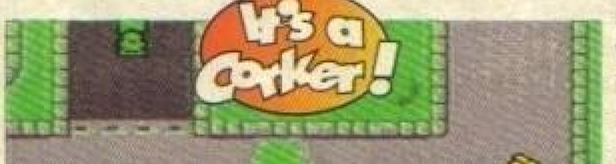
SUPER CARS

GBH £3.99 cassette
Contact 0742 753423

Yes, it's time for the sort of high-speed mega-dangerous racing that everyone can afford (especially if they've got £3.99 they don't know what to do with). And by a curious coincidence, I might just have that sort of money knocking around (heh heh).

Now listen up cos it's quite simple. You start with a standard little car and $20,000. You must modify the car with missiles, turbos and other groovy, go-fast stuff so that when it's time to step fearlessly out on to the track, you can go with your head held high, like a true Frames (or a true whatever-your-name-happens-to-be), knowing you can't lose.

The price of these add-ons is a bit steep, but then again I'm not really sure how much heat-seeking missiles really cost (our local stockist had sold out when I visited). Anyway, it's probably best to refrain from spending any dosh and just rely on your driving skills.



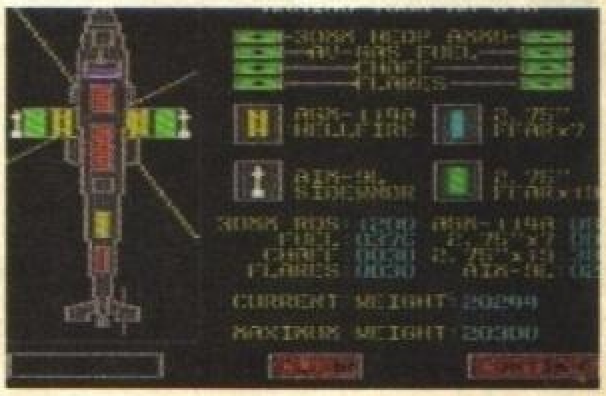
Argh! Stop gaining on me! Just cos you spent loads on turbos and I wisely invested in under-bed shoeboxes.

The idea is that you race around 27 circuits, barging, shunting and weaving to get past the guys in front. It's smooth, fast and very playable. So, because I recently celebrated my birthday and in a good mood (lots of dosh and tokens, you see) I'm going to award it a massive great Corker, and I'll fight any man who says otherwise (unless he's bigger and stronger than me, or carries a powerful handgun).

SUPER CARS

Better than becoming chums with the Queen and getting loads of cash and fine art off her in return for being witty and clever in front of visiting heads of state.

FRAME RATE 91%



The trouble with modern military firepower is that it's so flippin' expensive. I mean, in my day you could buy a fleet of battleships and still have change out of £3.2m.

GUNSHIP

Kixx £3.99 cassette
Contact 021 625 3388

I made a quick phone call to McDonnell Douglas in the USA and found out how much Apache helicopters would set you back. $42 million, apparently, so if you want to go on one, have a look at *Gunship.* It's safer and far more reasonably-priced.

It's just as complicated as the real thing, though. You've got thousands of controls to work out, as well as sorting out the how to operate the weapons selection system, what you had for lunch, how old the President of Tunisia is and where the enemies are. A tall order, most certainly.

So let's assume that you're a girly swot and you've learned to fly this monster. What then, eh? What then? Well, you get to buzz low over a load of hills, roads and towns, blowing stuff up. It's completely brilliant. Whenever enemy planes, tanks, hamburger stands or small mammals drift into your sights, it's time to open fire and do lots of damage. And don't forget, this is a chopper that's got a fair bit of firepower.

For a 3D game, it's dead quick and luckily you can select all sorts of simplification modes which take most of the strain off you. So I reckon it comes down to a toss-up between $42 million and £3.99. Both are considerable amounts of money, but at the end of the day, when all's said and done, when the cows have finally come home, when the credits role, when (*get on with it! – Ed*) *Gunship* is the better value for money. Buy it and learn how to fly it. Or better still, get someone else to buy it and get them to learn how to fly it for you.

GUNSHIP

Imagine how amusing it would be if you could control all the traffic lights in your town. Playing *Gunship* is more complicated and about as much fun nas watching the near misses.

FRAME RATE **88%**

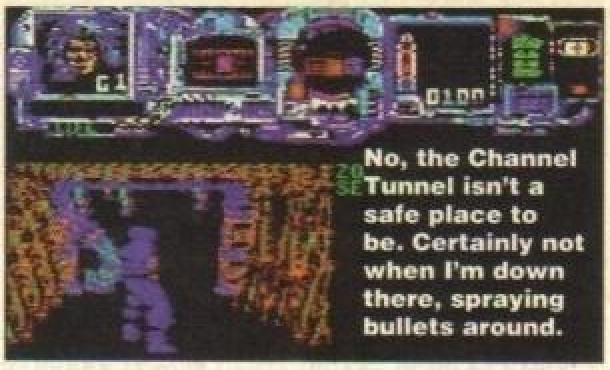
NARCO POLICE

GBH £3.99 cassette/£5.99 disk
Contact 0742 753 423

The year is 2003 in this game. Sounds good, cos I'll be 25 and probably earning twice as much as that Richard Branson. I can't wait! I'll have a swimming pool, a sports car, a… (*Not on the money we pay you, you won't – Ed*).

Anyway, *Narco Police* isn't about me, as such. It's about a load of cops who are on the trail of some drug dealers. You are one of these rozzers, and the sum total of your dealer-catching activities seems to be running around in a network of tunnels, waiting for something to appear so that you can fill it full of lead (whatever it happens to be).

I could wibble on about you having an amazing techno-weapon and body-armour, but it's not really important (and you're bound to have heard it all before). What matters is that your reactions are quick. You control a load of cops, and the plan is to send them down in teams, clearing out the corridors.



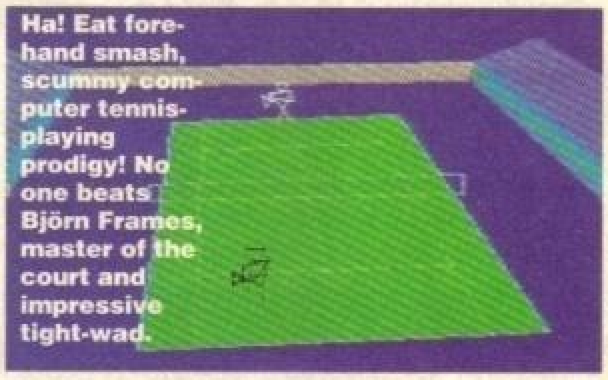
No, the Channel Tunnel isn't a safe place to be. Certainly not when I'm down there, spraying bullets around.

But once you've cleared a large chunk of corridor, you might start getting a bit bored of *Narco Police*. You see, the game is really a bit samey. You go from player to player, blasting anything that appears in front of your guy. Er, and that's about it.

NARCO POLICE

Is it a stark vision of the drug-riddled future? Or is it a not-bad-but-quite-boring 3D running-around game? The latter, I think you'll find. So bear this in mind when considering it as a purchase, or even as a kind of makeshift plastic eye-protector.

FRAME RATE **70%**



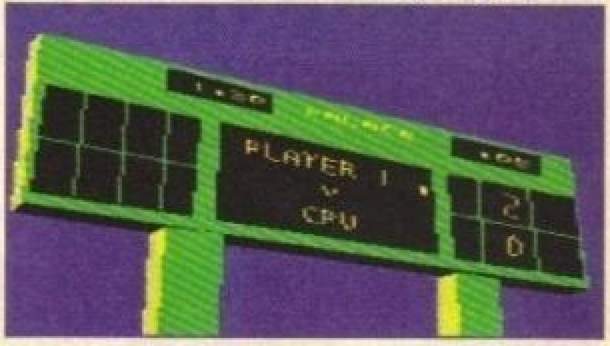
Ha! Eat forehand smash, scummy computer tennis-playing prodigy! No one beats Björn Frames, master of the court and impressive tight-wad.

INTERNATIONAL 3D TENNIS

GBH £3.99 cass
Contact 0742 753 423

Ahh, tennis. The gentle thwack of willow on leather. (*Excuse me? – Ed.*) The polite applause when a home run is scored. (*Eh? – Ed.*) The grace of a set-piece scrum. (*Have you been on the wine gums again, Frames? – Ed.*) Oh yes, it's a game of endless variety and fulsome joviality.

And this comes across well in *International 3D Tennis*. Instead of the muscular physique of that André Gassy fellow, you get a couple of triangular stick men, who move well but don't look like anything in particular. But hold your horses for a mo. (*Horses? Hang on, are we talking about the same sport here? –Ed.*) Before we get into an argument about the silly graphics, I've got to say that the game is really jolly good fun to play. The animation is very good, you can do loads of snazzy moves, and the action is fast enough to get a real sense of whacking the ball around like the professionals.



Oof! Ehhg! Ugh! Owf! Eeeeh! Right. That's enough of the Monica Seles impersonation. Can you guess who this is? Nii-*gell* Mann-*sselll* is *in* the *lead*!

The difficulty level is set just right as well. The game draws you in right from the beginning – although you'll lose a lot at first – but once you've had some practice you'll be able to lob, smash, volley, spin and even twist again (like we did last summer). It one of those games where you are determined to improve your performance.

Don't let the wire-frame graphics put you off. This is a great tennis game. Of course, like every bit of software with a competitive edge, it's better in two-player mode, but you can still get worked up about it when playing the computer, which varies its style and speed of play to stop things from becoming predictable (which gives it an advantage over most British tennis players).

To make the experience perfect, simply buy some mouldy strawberries (they're the cheapest) and slosh some milk on 'em (cream is too expensive). Eat the results quickly (because it'll taste horrible) and have another match of *International 3D Tennis*.

INTERNATIONAL 3D TENNIS

This game compares favourably to having a cash machine going wrong and spewing out thousands of pounds in used notes straight into your pockets. Not that this ever happens (bah!).

FRAME RATE **88%**

…And I had the plan to meet her. I happily spent loads of money on full-price software, knowing that it would lure her into my clutches. I could then find out from her what I had been doing on Mars. I might have been a research scientist working on the oxygen filters there. Or maybe I was editor of *The Martian Chronicle*, their daily newspaper.

All I knew was that this strangely attractive yet somehow cruel-looking blonde beauty was the key to my other identity. I simply had to find out how, and I'd pay any price (at least up to £11.50) to find out.

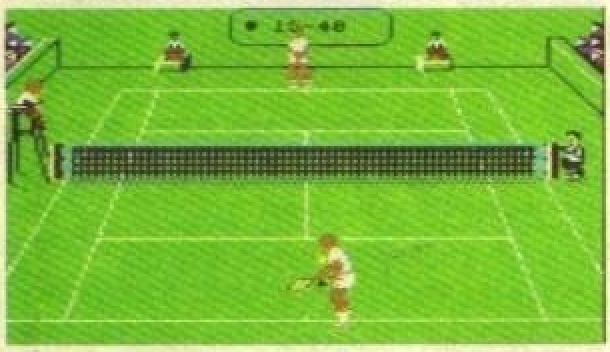
C64 • C64 • C64 •
CHART TOPPERS
NEW RELEASES
NR

PRO TENNIS TOUR

The Hit Squad £3.99 cassette
Contact 061 832 6633

Corks! Jings! Yikes! Another tennis game! And I've used up all my decent tennis gags on that last review. Oh well. Bear with me while I try and come up with some more...

Hmm. Well I won't be making quite such a *racket* about *Pro Tennis Tour* because it isn't as good as *International 3D Tennis*. If memory *serves*, it's slower and a bit more jerky. So if you've got to *net* one or the other, go for *International 3D Tennis*. It's certainly more *ace* than this one. But that's not to say that *Pro Tennis Tour* is packed with *faults*. Not at all. It's a nice little game, certainly playable and fun, but you might not *love* it. (*Okay, Frames. That's enough. I think I preferred it when I didn't know what the* deuce *you were going on about – Ed.*)



This is going to be a power-serve to rank alongside Pat Cash's famous 'net-shredder' back in the '84 Upper Volta Open.

Right, well the main difference between the two games is that *Pro Tennis Tour* has got bigger, more solid sprites. This is certainly no bad thing, but sadly they don't move as well as their *3D* counterparts. It's difficult to put my finger on the exact reason, but *Pro Tennis Tour* doesn't feel quite right. Maybe it's too sluggish, or maybe it's just too finicky about where you've got to stand to hit the ball, but either way it doesn't come across as being quite up to scratch.

It'd be nice to finish off with a decent tennis gag, but I'm afraid I can't think of one. Hold on – how about this? Although you won't be *courting* disaster with *Pro Tennis Tour*, it's not up to the same standard as *International 3D Tennis*. Not bad, eh? Oh please yourselves.

PRO TENNIS TOUR

A great improvement on skinning both your knees while out skateboarding, but not nearly as good as being picked to take part in a Milky Way-eating competition for Tyne Tees Television.

FRAME RATE **58%**

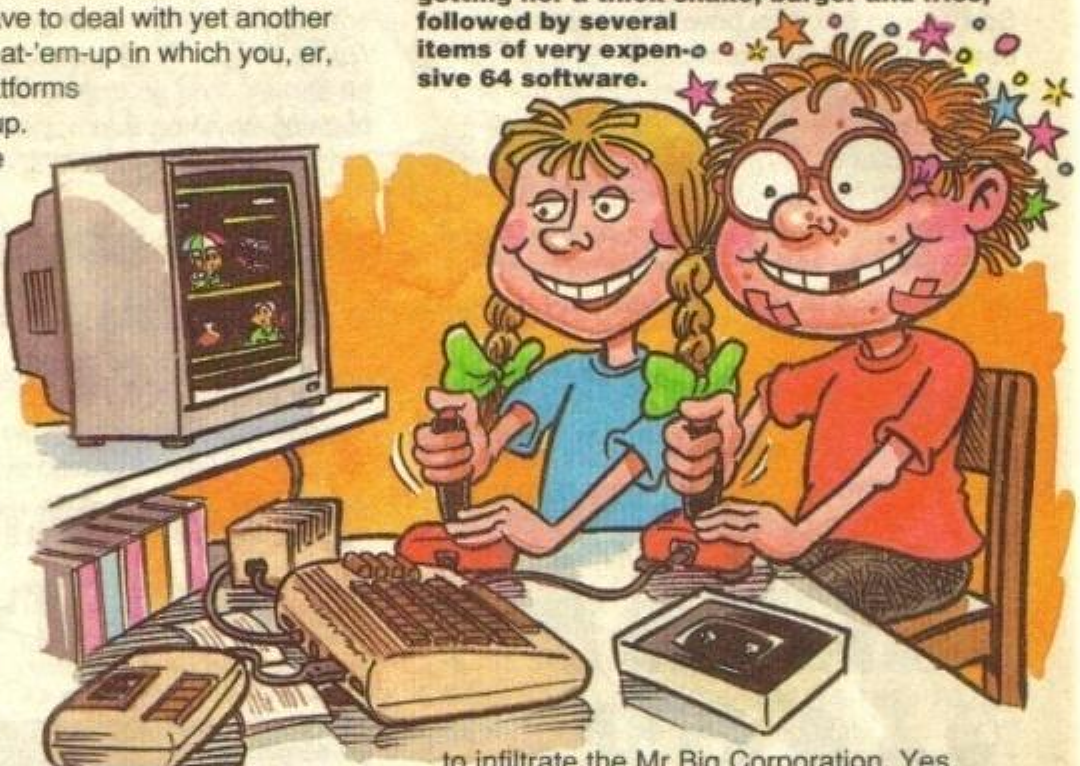
TOTAL RECALL

The Hit Squad £3.99 cass
Contact 061 832 6633

I'd forgotten about this game when, suddenly it all came flooding back. *Total Recall*, I thought. It's an Arnie film which I wasn't old enough to go and see. So that was some money saved. Anyway, the game is a multi-level job with plenty of action. It starts with a platformer, where you you have a time limit in which you have to run around, puzzle stuff out and kill loads of folk.

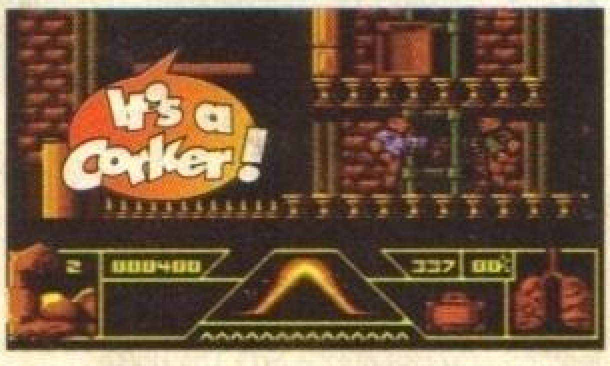
Next is a driving section. It's a nightmare ride on a one-way street to oblivion. In other words, it's fast and will make you sweat. After that, there's another driving bit. This time you've got to get through the crowds of baddies towards the rebel hide-out.

Finally you have to deal with yet another platformy-style beat-'em-up in which you, er, go on loads of platforms and beat people up. Once you've done that, you've won the game.



Well, it's not that simple. There are a couple of pretty good games linked together here. The platform-style affairs are playable, tough and rather pleasing to suss out. The driving bits are fairly staightforward, but they're fast and well-coded.

So *Total Recall* is a decent budget buy. There's plenty to see and do, and it'll keep you going for ages (cos it's not that easy, you see). So if you want a big licence, go and buy this 'un – for a change it's worth it.



Come and have a go (if you think you're hard enough). No one gets between a Frames and the nearest reddish planet in the same solar system! No one, do you hear!

TOTAL RECALL

Forget about wrapping an old Hoover round your legs and pretending to be Selina Scott. It won't fool anyone, I'm afraid. Instead, buy *Total Recall*, play the game and use the box as an ineffective terrapin restraint.

FRAME RATE **90%**

NARC

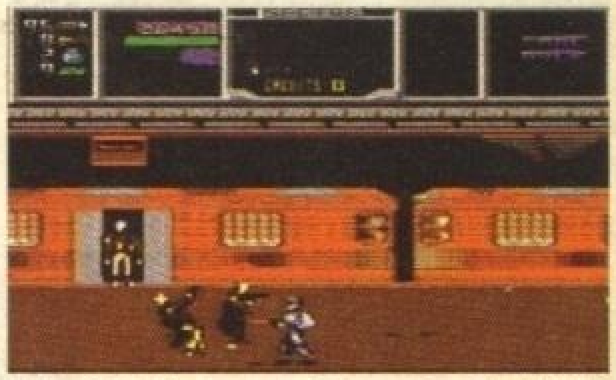
The Hit Squad £3.99 cass
Contact 061 832 6633

Today is your lucky day. Yes, in the post this morning you found a dot-matrix-printed invitation to take part in a once in a lifetime chance to infiltrate the Mr Big Corporation. Yes, you and several million other people will get the chance to paint yourselves blue, put on some dark glasses and go and fight in a dingy part of New York.

Later that day the mysterious blonde came round. She said her name was "Veronica Nolan" and, as I suspected, she'd been my girlfriend when we'd both lived on Mars. As we played my full-price games, she filled me in on what I'd been like.

Apparently I'd been a generous, easy-going person, always happy to buy chips, pop and cinema tickets for my friends. Veronica said I'd often bought her diamonds, cars and the most expensive breathing apparatus available. She said I should try and be like that again, and I should start by getting her a thick shake, burger and fries, followed by several items of very expensive 64 software.

So it's time to cue the violence! And if it's the violence you are looking forward to, you won't be disappointed. You start off by wandering along a street, waving a gun around. Loads of not-too-brilliantly drawn men come walking up. They're also armed, so it's the start of a shoot-out frenzy. But what I want to know is, why is the main character blue? There must be some reason for this. Perhaps he's cold. Or an alien. Or an extremely cold alien. Maybe we'll never know.



Take that, Mr Average Commuter. You didn't expect machine frenzy and punch-filled violence on the tube when you set off for work this morning, eh?

What is clear, though, is that you've got to wander along to the right, blasting hordes of not-very-tough people out of the way. Ultimately you're after the big bad boss himself. When you find him

Anyway, it's an all-action affair, is *NARC*. I think it's a bit difficult, as well, but that might just be me playing it badly. What it boils down to is a sort of gluey paste (so don't try this at home, kids). If you're after a game with more shooting in it than you'll find on many a grassy knoll in Dallas, *NARC* should be right up your rifle barrel. But although it's pretty quick and packed with action, it hasn't quite got what it takes to keep your finger on the fire button.

NARC

More shooting than on the set of a World War II movie. But will it open your mouth and remove your fillings, before covering your gums with a foul-smelling lotion? Personally, I don't think so.

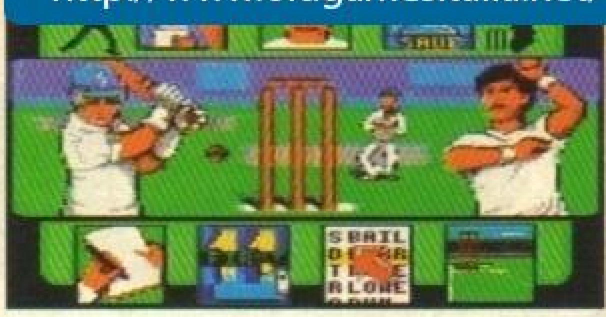
FRAME RATE 67%

WORLD CRICKET

Zeppelin £3.99
Contact 091 385 7755

Dad often says that cricket is the greatest game in the world, and that nobody plays it like the English. I take this to mean that nobody else gets as few runs, gets caught out or leaves the sport to as many fat old men to play as the English.

Cricket isn't the greatest game in the world, anyway. *St Dragon* or *Rainbow Islands* is. The only time cricket gets exciting is when one of the balls wallops an unsuspecting pigeon. So there. I'm going home for my tea now (*Wait! You haven't finished the review yet, Frames! – Ed*).



Why do these world-class players seem to be afflicted with some sort of hideous deforming disease? Possibly they've been exposed to this game for too long. Let this be a warning to you all.

Okay. *World Cricket.* Well, what we have here is a sort of management sim, combined with a captain-of-a-cricket-team sim. You select a country to be (Pakistan would seem to be the best bet at the moment) and then choose your team (which will be made up of real people on the world cricket circuit). Then you decide what sort of a game it'll be (one day, full test or whatever). You can also, joy of joys, flip a coin and start the match.

And what you see is, er, a scoreboard. You know, like the big confusing ones you see at Lords or the Oval. As you watch, runs are notched up and the wickets fall. Interesting, eh? Well, er, no. It isn't very interesting at all. In fact it's downright boring. I mean, the idea of a cricket game is to watch the deliveries and to cheer when the ball is dropped by any number of hopeless Yorkshiremen on the boundary. This nonsense continues whoever's batting or bowling. It's completely boring and only just preferable to being forced to make your bed.

If you're a cricket fan, run away, change your name and live in another country for 30 years, pretending to grow carnations rather than go within 200 yards of this game. I'm sorry, but that's the way it is.

WORLD CRICKET

Rather than buying this game, tie several strips of tin-foil to a Gloster Meteor and convince the clergy to open a building society account for you in the name of Jehovah.

FRAME RATE 20%

I was very confused. Part of me couldn't believe that I'd lived on Mars, spending tons of dosh and going out with Veronica. But if she said so, then this must be true. There was only one course of action open to me. I must travel back to Mars. It would mean building my own spaceship. Possible, but tricky. I'd need a quarter pound of finest quality plutonium, an ion thruster, a twin laser cannon (purely for defence) and a quartz lithium photon-adjuster. Not even I have that kind of money to hand, so Dad might have to sell the car...

YOU'VE BEEN (ROGER) FRAME(D)!

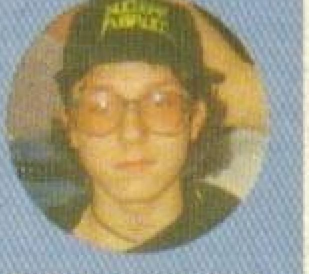
Oh no! It can't be true! There really are people who look like Roger Frames (some of them very vaguely, admittedly). And rather than hide away in shame, they've foolishly sent their photos to us. Here are a few of the best we've received so far, as judged by the volume of the thump as James falls off his chair laughing. Keep sending the lookalikes to us here at *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW.

John McGill from Glasgow.

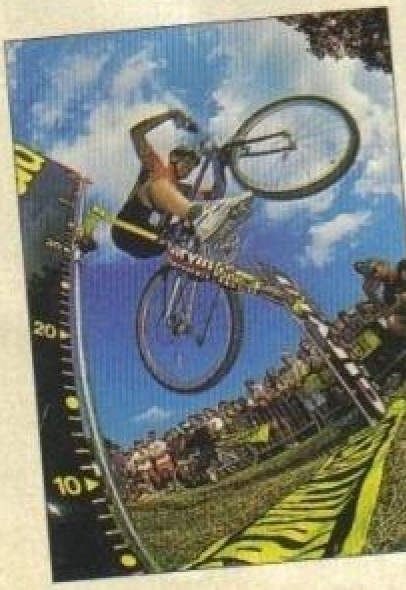
Graham Johnson from Leigh-on-Sea.

Stuart Farrimond from Bradford-upon-Avon.

Richard Beckett's rabbit from York.



Colin Leonard from Cambuslang.



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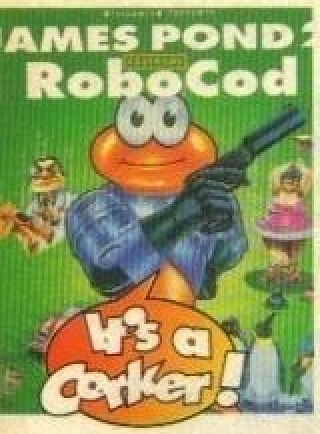

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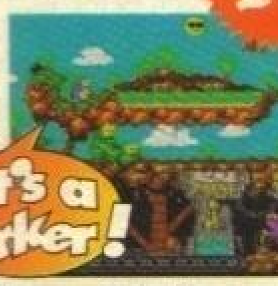
CREATURES 2

Save up to £2!

Thalamus



It's a Corker!

Gorey ghastliness in this superb platform puzzler as Fuzzy hero Clyde Radcliffe tries to save his friends from all manner of gruesome, nasty deaths.

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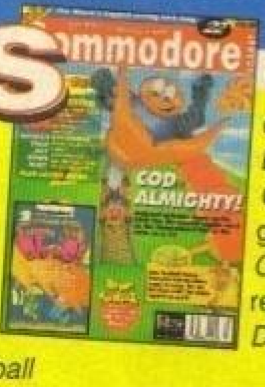

CF19 KICKING
Attack of the Mutant Camels, *Aquablasta* and *Sheep in Space* are the full Powerpack games. *Catalypse*, *Super Seymour* and *Potsworth* are on review, and there's an excellent interview with veteran coder Jeff Minter.

CF20 COME ON DOWN
Ant Attack and *Mazemania* are the full games, *Bod the Alien* and *Catalypse* are the demos. *Space Crusade*, *Budokan*, *Bonanza Bros* and *Covergirl Poker* are put through their Powertest paces.

CF21 CHUCK IT OUT
Ancipital and *Southern Belle* are the complete Powerpack games along with demos of *The Addams Family*, *Arnie* and *Euro Football Champ*. *Indy IV*, *Chuck Rock* and *The Addams Family* get the Powertest treatment.

CF22 COD ALMIGHTY
James Pond 2: Codename Robocod and *DJ Puff* are the demos while *Hover Bovver* and *Agent Orange* are the full games. *Euro Football Champ* kicks off the reviews section, with *Dylan Dog* in support.

CF23 SNAP
Full game action with *Defenders of the Earth* and *Johnny Reb 2*, with demos of *Biff*, *Bug Bomber* and *Nobby the Aardvark*. *Cool Croc Twins*, *Turbo the Tortoise* and *Xenomorph* get the review treatment.

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HIDDEN TREASURES

Back in the days of yore when the leading games programmers were teenagers working in their bedrooms, text adventures were the staple diet of home computers. Then, like olde magick, they faded away as the computer industry grew up. But now they're making a comeback and once again it's the bedroom programmers that are spearheading the resurgence. Paul Rigby puts on his cloak of investigationability.

Back in the early days, when the C64 wasn't even a VIC-20, the lone-wolf was king. A lone-wolf was someone who programmed and designed their own games and, more than likely, marketed and sold them as well. Then new computers appeared in a blaze of glory (and many vanished just as quickly), the software house became the dominant force and few people took much notice of the lone-wolf.

But the lone-wolf is now biting back, mainly via the production of text and text/graphic adventures, produced using long-established utilities such as Incentive's *GAC* and Gilsoft's *Quill*. New games are appearing from a variety of homegrown companies; you can find numerous adverts for them in all the fanzines. But why the upsurge now?

One reason may be the age of the C64. Where some software houses have stopped making software, the lone-wolf has filled the gap. Competition may be another determining factor. Computers such as the Amstrad CPC and Spectrum have seen an upsurge in the amount of adventures produced for them. Many homegrown outfits have found it easy to convert these games to the C64 while converting their Spectrum games to the CPC, for example. But a major reason for the increase in adventure games is you, the C64 gamer. The letters pages of many fanzines have been inundated with queries from frustrated gamers asking why everyone else has adventures to play while there's next to nothing for the C64. The lone-wolf pricks up his ears at such cries for attention and springs into action.

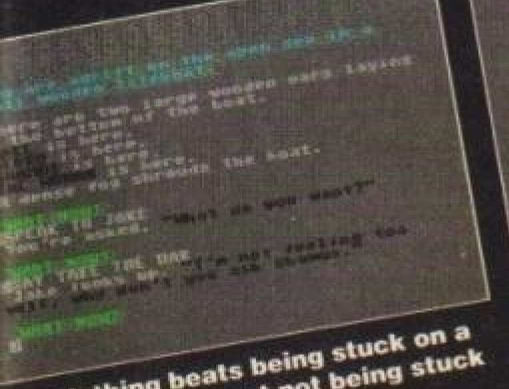
Of course, we'd also like to think that it had something to do with the fact that we gave away *The Graphic Adventure Creator* (*GAC*) utility, with *CF*16. Previously sold at full-price by Incentive, it is one of the most common adventure creation utilities around.

THE LONE WOLVES

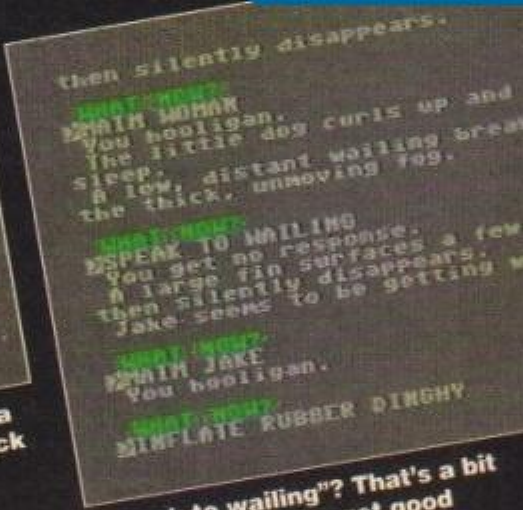
The upsurge in adventure releases for the C64 comes mainly from a core of part-time, home-grown distributors/developers. Three such outfits are River Software, Atlas Software and The Guild; each operates in a slightly different way.

Atlas, which is the software side of the same team which produces the *Adventure Probe* fanzine, distribute and market adventures by a variety of independent authors including Walter Pooley (who's written five), Dorothy Millard (who's written six). Atlas advertises the games in their fanzine and do all the packaging up and sending out. River actually develops all its own stuff as well as handling the marketing and distribution. The Guild's speciality is converting adventures from the other 8-bit machines; they tend to either buy up the rights to old adventures and pay the author a royalty for each copy sold, or pay the author a flat rate.

But don't misread the set-up. It may sound professional in its structure, but all the people involved are doing it as a hobby; the reason for the existence of these distributors and developers is 'fun'. Money is inci-



Nothing beats being stuck on a lifeboat, except not being stuck on a lifeboat, that is...



```
then silently disappears.

WHAT NOW?
MAIM WOMAN
 You hooligan.
 The little dog curls up and goes to
sleep.
 A low, distant wailing breaks through
the thick, unmoving fog.

WHAT NOW?
SPEAK TO WAILING
 You get no response.
 A large fin surfaces a few feet away
then silently disappears.
 Jake seems to be getting worse.

WHAT NOW?
MAIM JAKE
 You hooligan.

WHAT NOW?
INFLATE RUBBER DINGHY
```

"Speak to wailing"? That's a bit surreal isn't it? Forget good grammar – just make sure you get your point across.

dental. So whatever game you buy you can be sure that each developer has put his/her heart and soul into their game.

DESIGNING GAMES

But how do the developers go about designing a game? Jack Lockerby of River Software:

"We tend to design the games individually, and then have long talks over the setting of the puzzles and the like. I would say that I am more the ideas man and Roger (Roger Betts, Jack's partner) is the programmer. In fact, he much prefers to sit down and work out a routine to solve a problem that has me stumped, rather than design and write a game."

Roger agrees: "It takes me a long time to completely create a game, mainly owing to my other commitments. In fact only three titles (*Mutant*, *Lifeboat* and *Davy Jones' Locker*) are actually mine, the rest are Jack's."

Humour is a feature that Roger always tries to include in his games if he possibly can. Mazes, on the other hand, are something he vehemently avoids: "I hate them!" Which is as good a reason as any not to include them.

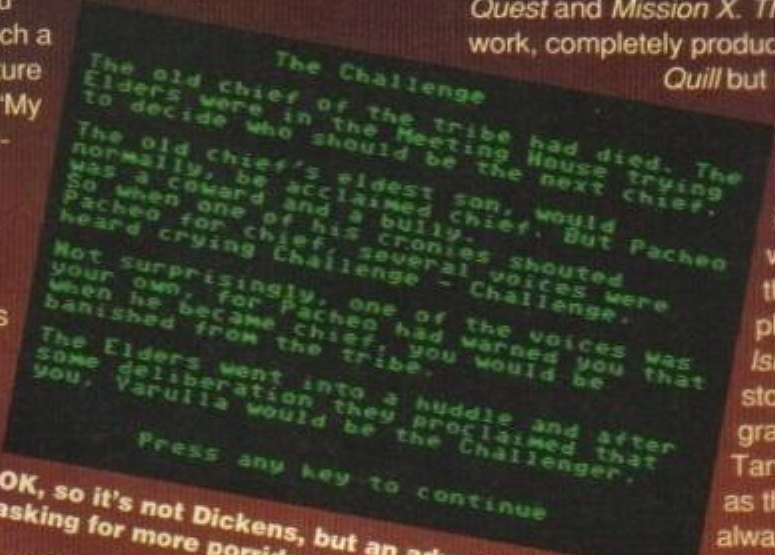
Jack feels that his sense of humour is not so lively so you won't find it such a prominent feature in his games. "My pet hate is random death features. I would never use them in my games. As far as graphics are concerned, like many writers I resent the amount of memory they eat up."

Walter Pooley is a long-established, much-respected adventure author and friend to all struggling adventure players who need a hint or two. He has just coverted his five Speccie adventures to the C64, to cheers and champagne corks a-popping.

So where did the adventuring sage begin his hobby? "It was back in 1981," says Walter, "when I borrowed a Texas TI-99/A. I started, but never completed, Scott Adams' *Pirate Adventure* on cartridge, although I wasn't discouraged at all. The Dragon 32 was my first computer. I bought a game for it from Dixons called *Black Sanctum* and then Scott Adams' *Mission Impossible*, which was later changed to *Secret Mission* because of copyright problems with the TV series which was quite popular at the time."

Walter's first authored adventures were *Desert Island*, then *Castle Adventure*, *Mansion Quest* and *Mission X*. *The Pyramid* is his latest work, completely produced on the Spectrum's *Quill* but upgraded and tidied for the C64.

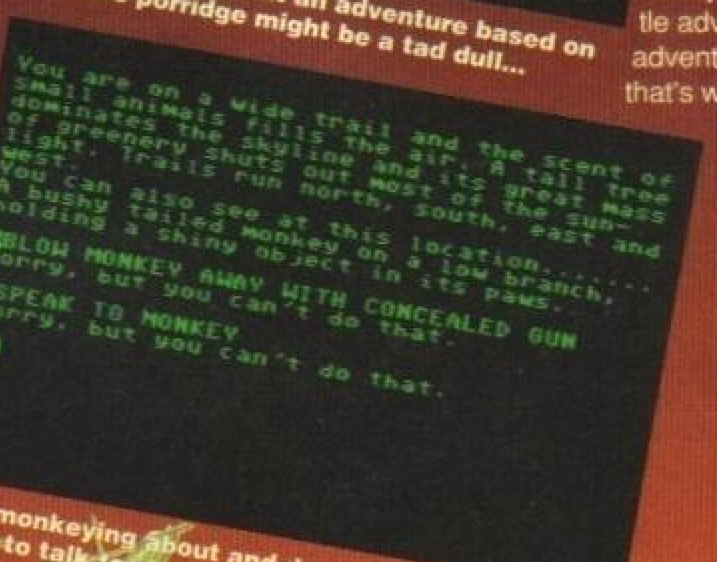
The subject matter for the adventures is quite varied, so where does Walter get the inspiration for his plots? "For *Desert Island*, I lifted the basic story from a type-in program published in a Tandy magazine. As far as the others, well, I've always wanted to do a castle adventure and an SF adventure and so on, so that's what I did."



```
             The Challenge
The old chief of the tribe had died. The
Elders were in the Meeting House trying
to decide who should be the next chief.
The old chief's eldest son, would
normally, be acclaimed chief. But Pacheo
was a coward and a bully.
So when one of his cronies shouted
Pacheo for chief, several voices were
heard crying Challenge - Challenge.
Not surprisingly, one of the voices was
your own, for Pacheo had warned you that
when he became chief, you would be
banished from the tribe.
The Elders went into a huddle and after
some deliberation they proclaimed that
you, Varulla would be the Challenger.

        Press any key to continue
```

OK, so it's not Dickens, but an adventure based on asking for more porridge might be a tad dull...



```
You are on a wide trail and the scent of
small animals fills the air. A tall tree
dominates the skyline and its great mass
of greenery shuts out most of the sun-
light. Trails run north, south, east and
west.
You can also see at this location......
A bushy tailed monkey on a low branch,
holding a shiny object in its paws.
BLOW MONKEY AWAY WITH CONCEALED GUN
Sorry, but you can't do that.
SPEAK TO MONKEY
Sorry, but you can't do that.
```

Stop monkeying about and do something useful – trying to talk to simians, I ask you...?

CONVERTED

The Guild have made an appearance on the C64 adventuring scene within the last year, although the names behind it – such as boss Tony Collins – comprise adventuring veterans. The Guild began life converting adventure titles on the Amstrad CPC to the Spectrum. "Then we got a Commodore and started converting the games to this as well. When we began we only had three titles on the C64. Now we've got 14 ready."

Probably the most exciting piece of news is that The Guild are looking to produce a utility that can convert Spectrum adventures, produced with the aid of Gilsoft's *PAW* (the most popular adventure utility on the Spectrum), to the C64. This really is major news for C64 adventurers because, as Tony Collins says, with the aid of the new utility, The Guild will have the potential

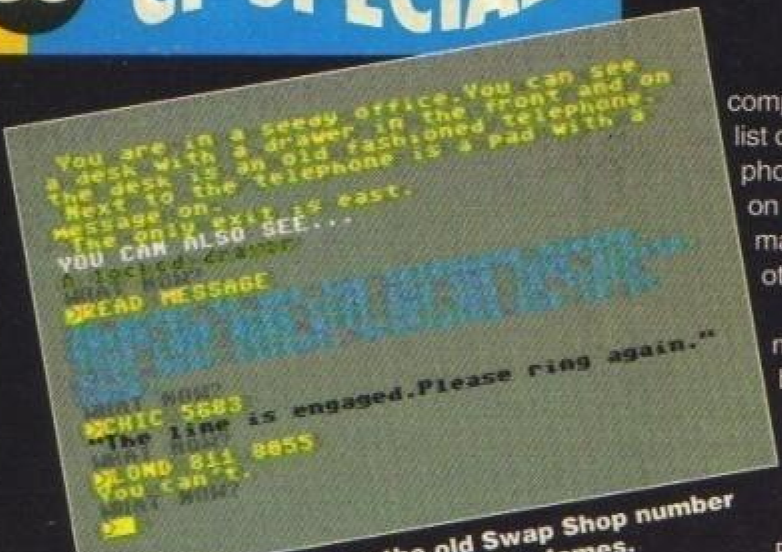
CUT-PRICE COMPLETE GUIDE TO ADVENTURES

Whether you want to write your own adventures or hone your adventuring skills *Computer Adventures – The Secret Art* is the essential reading material. Normally priced at a mere £4.95, this veritable tome is now available exclusively to *Commodore Format* readers on special offer for an even merer £4.20 – a reduction of 75p! Just send the accompanying voucher with your order to Amazon Systems, Merlewood, Lodge Hill Road, Farnham, Surrey GU10 3RD.

Voucher

75p

This voucher entitles readers of *Commodore Format* to purchase *Computer Adventures - The Secret Art* at the specially reduced price of £4.20 inc P&P (it normally retails for £4.95!). To obtain your copy just send a cheque or postal order for £4.20 made payable to Amazon Systems. Remember to include a note of your name and address and this coupon with your cheque/PO.



```
You are in a seedy office.You can see
a desk with a drawer in the front and on
the desk is an old fashioned telephone.
Next to the telephone is a pad with a
message on.
The only exit is east.
YOU CAN ALSO SEE...
A locked drawer
WHAT NOW?
>READ MESSAGE

WHAT NOW?
>CHIC 5683
"The line is engaged.Please ring again."
WHAT NOW?
>LOND 811 8855
You can't.
WHAT NOW?
>
```

I think that ringing up the old Swap Shop number was a bit of a long shot, actually, James.

to have over 100 C64 adventure games on offer. The Guild are also looking to convert some of their titles to the C64 using machine code (making the games run extremely fast and smoothly) and with full-screen graphics.

The Guild are on the up, it appears. They were approached by a mail-order company, with the possibility of publishing their C64 adventures on a new label. A rags-to-riches story? Watch this space.

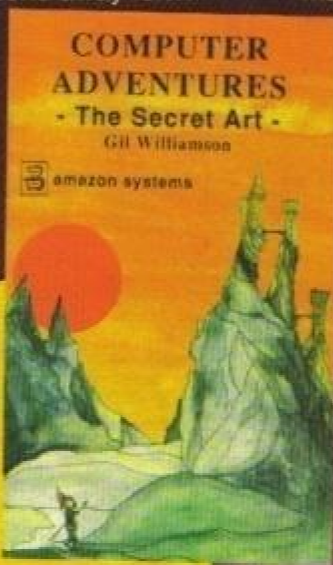
FANZINE FRENZY

The best source of homegrown adventures is via the few dedicated adventure fanzines. These include a good sprinkling of reviews and advertisements from developers. Of course, fanzines also provide hints and tips for those same adventures. And here are a few of the superior offerings you can send away for…

ADVENTURE PROBE

This is one of the longest-running fanzines around and contains a variety of reviews, features, hints and tips, a personal column, a comprehensive solution and map service, a list of kindly guys and gals who offer a telephone service for struggling adventurers on the brink of suicide or digital manslaughter, letters and countless other adventuring-type stuff.

Probe is not only an adventure mag but a forum and friendly club for beginners and expert adventurers alike. So, if you fancy a squint at the mag, it costs £1.50. Write to *Adventure Probe*, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP. Back issues are available.



RED HERRING

Red Herring covers all popular formats – including 16-bit and 8-bit computers. Produced with the aid of professional DTP facilities, *Red Herring* contains adventure reviews, solutions (from a database of over 800 solutions), coded hints, feature articles, a letters column and, "...all the things you would expect in an adventure magazine".

Red Herring is published bi-monthly and includes a minimum of 80 A5 pages. It costs £3.50 (£4.50 airmail) from Marion Taylor (the co-editor), 504 Ben Jonson House, Barbican, London EC2Y 8DL.

ADVENTURE CODER

Adventure Coder is the magazine for all adventure authors (new, old and prospective). The mag contains sections on individual adventure utilities and more general languages, articles on adventures, themes for adventure plots, design, structure and so on. Available for only £1.25 from Chris Hester, 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD.

THE ADVENTURE & STRATEGY CLUB

A bit of an oddity this one. A multi-format mag, it covers adventures, RPGs and strategy games. The Club sends you a bi-monthly pack of loose-leaf pages, with holes already positioned in the pages so that you can stick them in binders (which can also be bought from the Club). The A&SC pages include news, reviews, softographies of software houses, mini-solutions and a buy-and-sell section. The Club also offers help-lines and discount software.

A year's membership costs £24. Write to Hazel Miller, 17 Sheridan Road, Manor Park, London E12 6QT. Cheques/POs are payable to The Adventure and Strategy Club.

I WANNA GO!

**Fancy having a go at writing
your own adventure? There
are many ways to go about
it. *The Adventure Coder*
magazine provides sensi-
ble hints on the technical
aspects of writing your
own adventure. If you have the
free *GAC* utility from the *CF16* covertape,
this will help. Okay, so *GAC* has its limi-
tations, but you can still produce a fine
adventure from it. Heck, it's free, so what
more do you want?**

**Subscribing to the other fanzines will
also put you in touch with many friendly,
like-minded adventurers who are nor-
mally more than willing to offer help and
the benefit of their vast experience.**

**There is also a handy book which will
help you to structure your game and get
your thoughts in order. It's called
Computer Adventures – The Secret Art
by Gil Williamson, priced normally at
£4.95 (but see the special offer on the
previous page) from Amazon Systems,
Merlewood, Lodge Hill Road, Farnham,
Surrey GU10 3RD (overseas oders need
to add £1.50 postage and packaging).**

CONTACTS

● For more info on Walter Pooley's adventures write to: Atlas Adventure Software, Mandy Rodrigues, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

● For River Software contact: River Software, 44 Hyde Place, Aylesham, Canterbury CT3 3AL.

● For The Guild contact: The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

COMPETITION

***Commodore Format*, in association with The Guild, is giving away THREE 10-Pack adventures! That's right, each pack will include 10 adventures from the files of The Guild. Astounding value for the price of the answers to the following questions:**

1. Which Walter Pooley adventure originated as a type-in program?

2. Name the three adventures River Software's Roger Betts calls, "my own".

3. When The Guild began, how many C64 adventures did they have for sale?

Send your answers to Trenty and James' Excellent Adventure Compo, *Commodore Format*, Future Publishing, 29 Monmouth Street, Bath, Avon BA1 2BL.

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204
MEGA DRIVE GAMES REVIEWED & RATED!

176
MASTER SYSTEM GAMES REVIEWED & RATED!

48
GAME GEAR GAMES REVIEWED & RATED!

URGH!

Splatterhouse 2
All graphics and no gameplay? Check it out on page 30

The Bitch Is Back!
ALIEN³
bursts onto your Master System!

Win!
We've got tons of Alien 3 goodies to give away, including vids, caps, comics and lots, lots more!

What? No E.A. shades? Better see if the newsagent's wearing them!

Future Publishing
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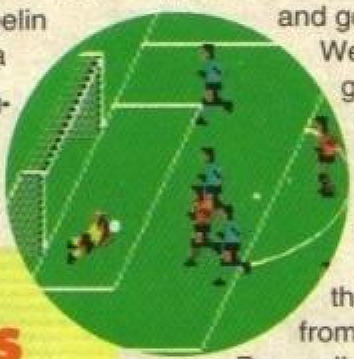
Grab yourself a front-row seat for the September issue of Britain's best-selling Sega magazine – in ps on Thursday 6

GRAEME SOUNESS SOCCER MANAGER

Scottish legend tells of a baby born with the ability to play phenomenal football. Much worshipped and revered, the baby, christened Graeme, soon became one of the best three-year-old strikers Galloway had ever seen. He was soon picked for the Scottish Under-Five International squad and his playing career took off.

Forty years later the boy genius is now manager of Liverpool. He has a car, his own bedsit and a bank account. By anyone's standards he's landed on his feet and made a success of things. And now he's received the ultimate accolade; a game from Zeppelin with his name on the cover. And, by a remarkable coincidence, the game happens to be about the sport 'our Graeme' was born into. Football.



Another great save from the sapling-like Wycombe keeper who, up until yesterday, had never set foot inside a tennis court in his life.

Bung in the game, practise shouting (you'll need to keep your team under control) and get a load of that menu screen. Well it's not bad. At least it's got graphics and a cursor you can move around. (Remember the old days when you had to press keys and select stuff manually? Urgh!)

Of course, you can do all the stuff you've come to expect from soccer management sims.

Buy, sell, select, train, drop and generally muck around with your players to your heart's content. And, when Saturday comes...

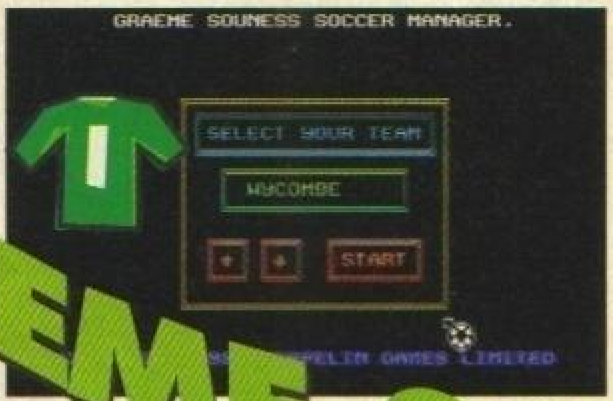
Er, you go and watch the match. Or rather you watch edited highlights. You see a goal, some milling folk and a ball. It either goes in or it doesn't. Like real football, but without the excitement, really.

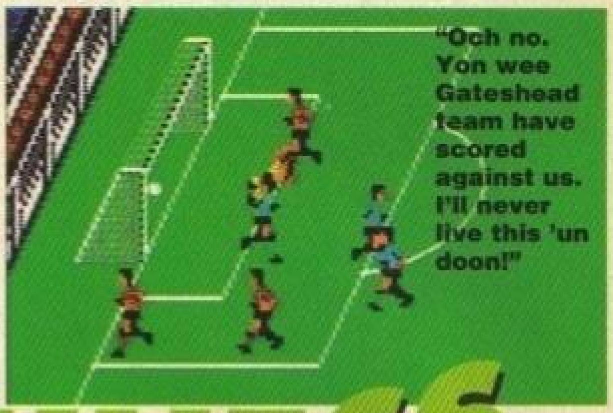
I mustn't be unfair. It's nice to see moving graphics of any sort in a management game like this. And there's no way of knowing whether the action you're watching is going to end up with a scorching goal or a diving save. But to be honest, the views won't have you gasping in delight (unless you've just upgraded from a Spectrum).

So how about a recap? Okay, on the whole, *Graeme Souness Soccer Manager* is a pretty good game. It's fairly quick, it's nicely balanced and it does work well. It's one certainly worth having, at least if you're a fan of such things.

JAMES LEACH

that team an' poot it on the futballing map of the wor-rld," (says Graeme).





"Och no. Yon wee Gateshead team have scored against us. I'll never live this 'un doon!"

Game	***Graeme Souness Soccer Manager***
Publisher	***Zeppelin***
Cassette	***£3.99***
Disk	***Not available***
Release	***Out now***
Contact	***091 385 7755***

POWER RATING

THE DOWNERS...

- It's not greatly different to any other footy management game.
- The graphics are okay, but they quickly get very boring.
- There are always loads of injuries.

100

71%

0

- **Total joystick control.**
- **There are at least some animated graphics to go with the matches, which may or may not add to the game's playability factor.**
- **You can turn them off if they annoy you, too.**
- **The whole thing runs with admirable speed.**
- **There are few annoying interruptions to the flow.**
- **There are five divisions and *Cup* matches to play.**

...AND THE UPPERS

HOW TO BE GRAEME SOUNESS

'Our Graeme' is often asked how ordinary people can be like him. Easy, he replies. Just follow the *CF* guide...

1. Get a perm. Most high-street hairdressers can be persuaded to do you one of these 'under-the-counter' as it were. Just mention Graeme's name.

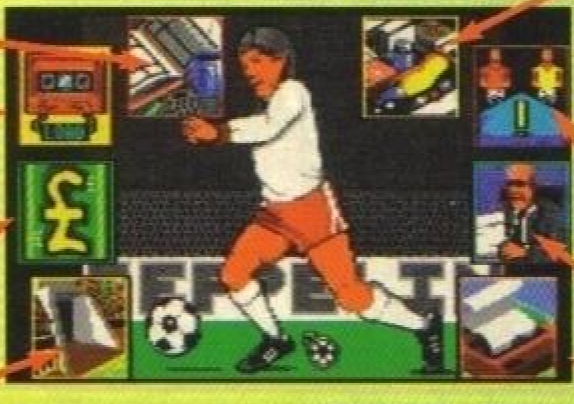
2. Moustache. Don't grow one, buy one. Go for the life-size Graeme Souness fully washable model. If out of stock, try a Josef Stalin or a Nigel Mansell as an alternative.

3. Shell suit. Only the best for 'our Graeme'. It'll cost you £300 but when you hear that high-quality swishing sound, you'll be glad you bought Nylostretch™.

4. Talent. Tough one this. Train during the winter with shaggy highland cattle. You'll be as hard as Graeme in no time (about 10 years). You'll also pick up a gruff Scottish accent (no bad thing in football).

5. Lastly, get a world class footie team to make you manager. If you've got the above four things sussed, somewhere like Yeovil Town should take you on. From there it's but a tiny step to Liverpool, Real Madrid and Pelé (*eh? Ed*).

HOW TO TAKE CONTROL OF YOUR TEAM



ACCOUNTANT – Here you balance the dosh situation. Boring!

TAPE – Load and save your best teams. Not so boring.

BUY OR SELL players here. Reasonably interesting.

TUNNEL – Play matches by clicking here. Very interesting indeed.

FIRST AID – Who's done their knees in and stuff. Dead boring.

TEAM SELECTION – Not particularly interesting.

BANK MANAGER King of the mega-boring people.

PRINTER – Prints out leagues and fixtures. Mildly interesting.

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When? November 5-8, 9.30am-5pm (4pm Sunday)
Where? Earls Court, heart of London
What? Amiga software and hardware plus Sega, Nintendo, PC, ST...
How much? £7 adults, £5 Under 14s (but see Save time and money)
Who? Everyone who's anyone including the Commodore Format team

Save time and money

Get smart. Getting on for 100,000 people are expected to attend the **Future Entertainment Show.** You know what that means: Queue City. So avoid all the foot-shuffling, hanging-around-for-ages start to the Show by booking your tickets early. And you'll even **save money**! Bit of a barg, really. Do it now, otherwise you'll only forget and then regret it later when you're really cold and – (*Snip! - Ed*)

YES I would like to have my tickets early, avoid all the queues and save £1.05 on every ticket, please. Adults £5.95, Under 14s £3.95.

HOTLINE 051 356 5085

Tickets

CF/09

I would like to order advance tickets for the Future Entertainment Show and save £1.05 per ticket.

Please send me ____ adult tickets at £5.95 each

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Expiry Date ____

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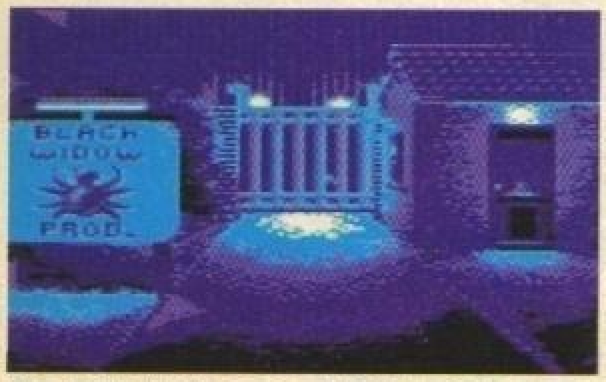
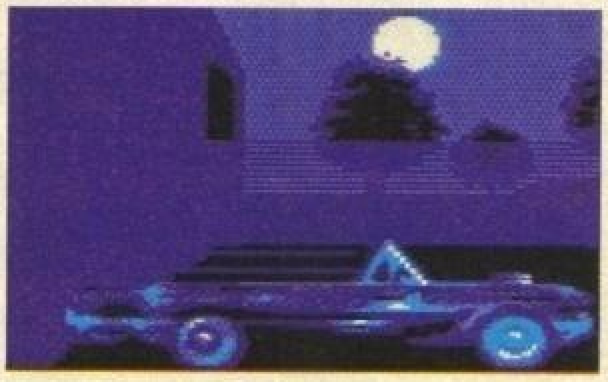
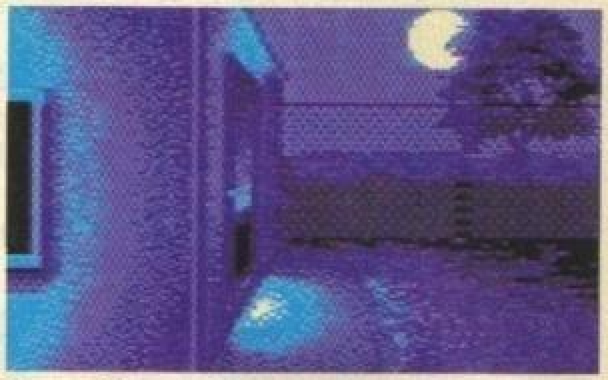


The main studio gates. Unfortunately, even getting past these isn't as easy as falling off the proverbial section of tree-trunk.



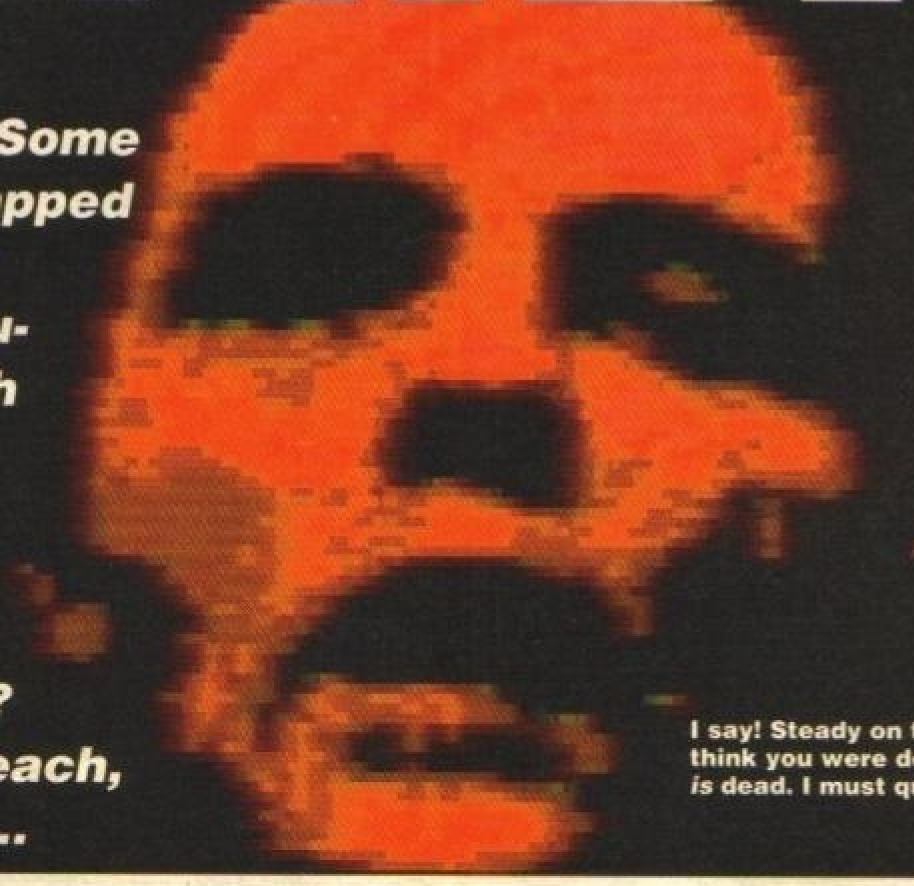
As you'd expect, Elvira's got a serious set of wheels. She's also got quite a nice car. Let's search it for clues (and Tiger tokens).



A guard-house. I'll contact the FBI and hand the whole thing over to the authorities. Not. (*Don't you dare use that expression – Ed.*)

ELVIRA 2

She's missing! Some fiend has kidnapped Elvira from her own spooky studios. And which dweeb is both stupid and lovesick enough to go looking for her? Enter James Leach, with a mission...



I say! Steady on there, my good man. Anyone would think you were dead! Hello! Wake up! Oh my gosh. He *is* dead. I must quickly go to South America.

Don't mess with magic users. Not if you want to remain a vaguely human shape, anyway. Here's what happens if you do.

You'd think that Elvira would be able to handle herself, wouldn't you? I mean, she's five foot eight (but over seven foot with heels and hair), she's Mistress of the Dark and she's got a couple of concealed weapons too. Who's going to kidnap her? Well, that's what you've got to find out.

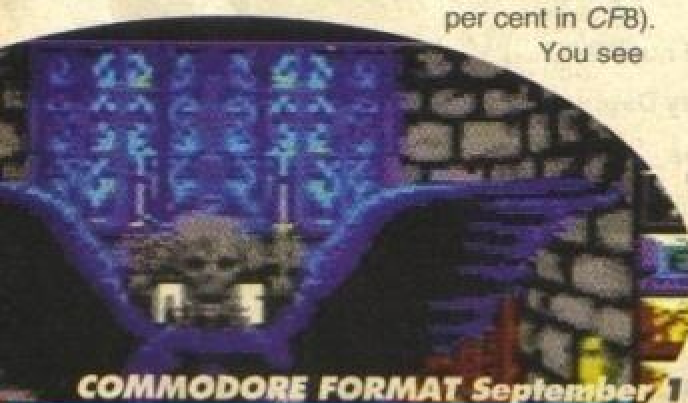
The control system in *Elvira II* is similar to the one in the first *Elvira* game (reviewed at 84 per cent in *CF*8). You see what's directly in front of you, and you can swivel in the four directions of the compass. To move you just click on where you want to go either on a fairly fiddly icon or in the viewing window itself. Simple (ish).

To the sides of the main viewing window there are displays telling you loads of other stuff. For example, you've got a sort of heartbeat thing which indicates your nervous state. It's calm at the beginning of the game, but just watch that sucker go after a couple of corpses drop on you unexpectedly from above.

The game is an absolutely massive romp through not one but two huge studios belonging to Elvira. And the reason you're there is because you're her boyfriend (which might be annoying for any girls playing).

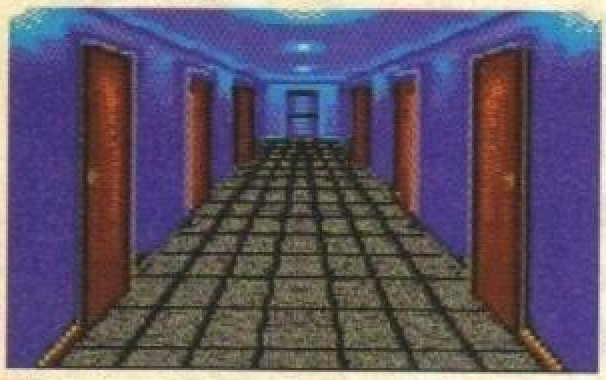
Okay. Get your thinking helmets on, because this is going to be a tough nut to crack. Probably the best way to tackle it is to get some squared paper (for mapping), some plain paper (for notes), some tissue paper (for wiping off sweat) and some folding paper with pictures of the Queen on (for bribing MicroValue into telling you how it's done).

You also need a big book. This is to give you something to read while the disk accesses. Yes, that's the price you pay for having such a big adventure. There are four disks, making

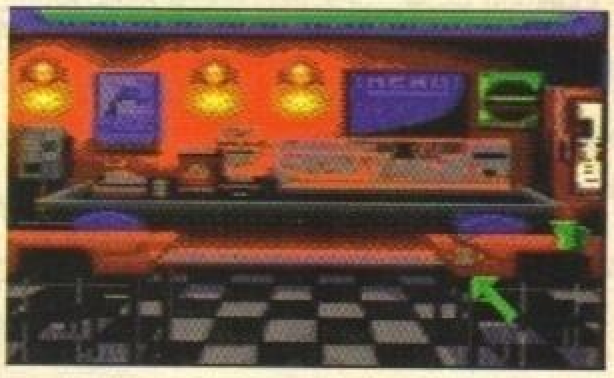


Uh-oh. This guy looks like he means serious business. Time to get the old sword out and start a bit of a-choppin' and a-loppin'.

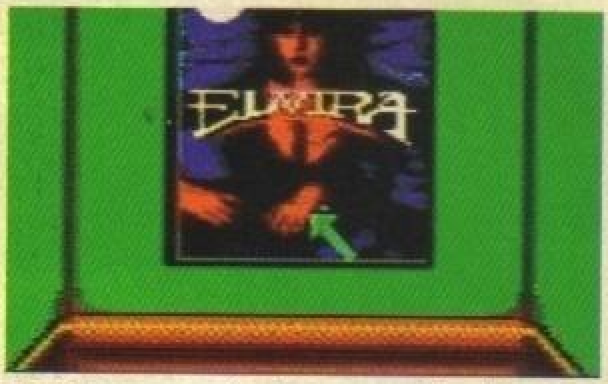
Oh. Sorry to barge in on you, but I'm looking for...urgh...ahh...owww. Stop firing magic at me! I said I was sorry!



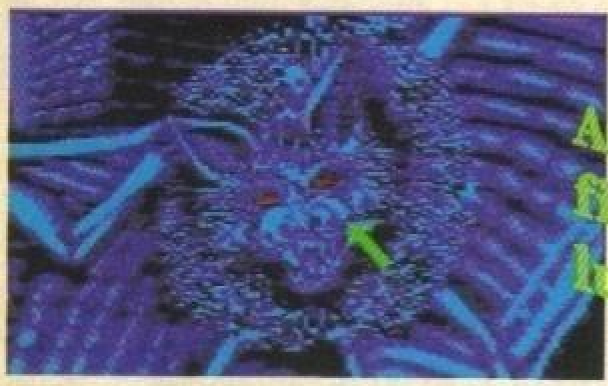
Which door? It's totally up to you. But remember, you're life could depend on it. I'm not putting any pressure on you, am I?



This is the canteen, and that means... electronic surveillance equipment! (*No. It means barely edible food, actually – Ed.*)



There's no escaping her magnetic allures, even in the lift. Bit of an advert, there, but who cares? It looks good, anyway.



This is known in the acting trade as 'huge bat'. It flashes past your face incredibly quickly and scares you half to death.

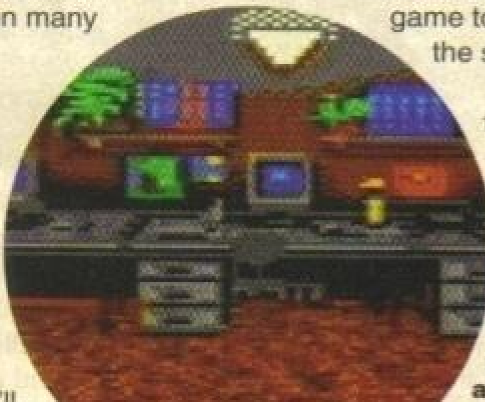
eight sides, and although they've tried to make the disk swaps as infrequent as possible, there is still a large amount of mungeing going on between many of the locations.

As with all adventures, you can pick things up, examine them, throw them, use them and so on. Here, though, you don't have to type any words in. Control is all done with the joystick and a cross-hair. This is a bit slow at first, but you'll pick it up no problem and it'll become second nature.

As you wander around the deserted studios, looking for your lass, you should start piecing together the clues that you'll find. The dead guard, the locked doors, the squidgy stuff under the table, the unpleasant smell in the loo. All will become clear.

The thing is, although you're on a film-set, the dangers that lurk there are completely real and totally deadly. It's quite possible to die of shock in the game (hence the heart-beat) so you must be careful. Oh, and if the shocks don't kill you, magical creatures might. And as you search for the poor girl, you cannot fail to be impressed by the graphics. *Elvira II* is a stunning-looking game. There are loads and loads of brilliant locations, all drawn with style and atmosphere. There are even animations. For example, if you throw a stone at a window (bit of a clue there) you actually see it go through, smashing the pane in a most real fashion (not that I break many windows, you understand). Other animations involve bodies, and are too ghastly to describe here; get the game to see them (and be ready with the smelling salts).

Although you're on a film set, the dangers that lurk there are deadly



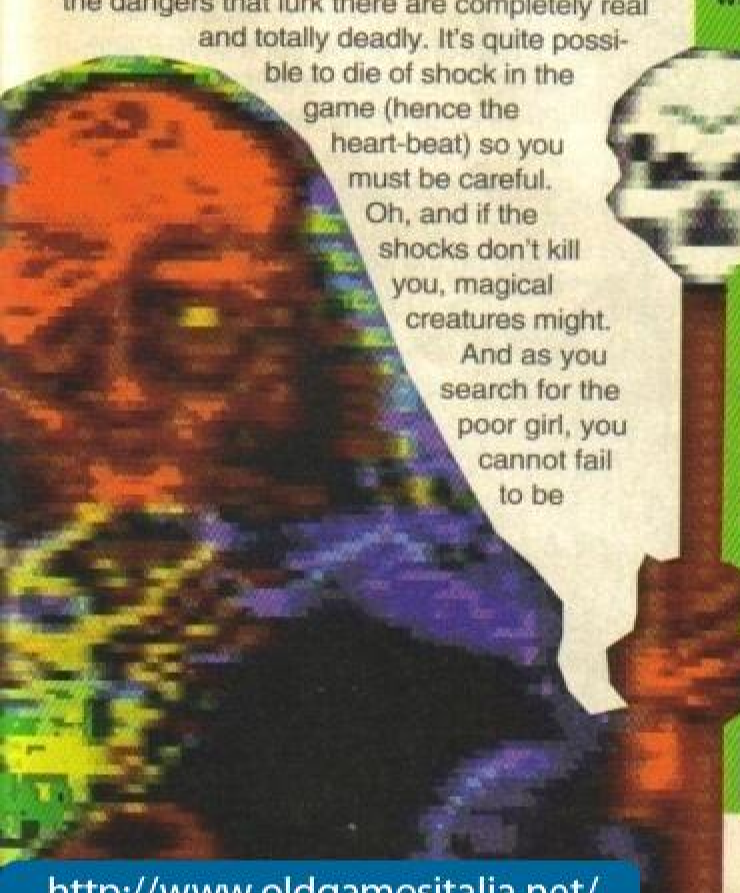
What's really weird is the lack of normal people around even though it is night. Plenty of mutants around, but no people...

If you're not an adventure fan, don't be fooled into thinking that because there's no typing needed, this might be for you. It's a fully-blown adventure game and no mistake. You'll have to think logically, think hard and then, when that doesn't work, think weirdly. It's not going to be an easy game to beat, especially as it's so huge.

This cuts both ways. If you've got the time, you can really sink your teeth into *Elvira 2* (if you know what I mean). But you'll need patience, both for sorting out the puzzles and for dealing with all the disk accessing. It's a mammoth undertaking.

And once you've beaten it, will you want to go back to it? There will probably be bits you haven't seen, but will you want to spend all that time (and disk swapping) trying to get to them? If you're a fan of wonderful graphics, then you almost certainly will.

JAMES LEACH



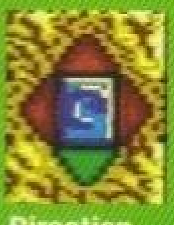
CONTROLLING YOUR MOSEYING

Heartbeat – Keep this slow.

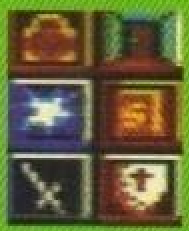
Save/load option.

As you play *Elvira 2*, you will soon get to know exactly what all those controls on the screen do. I've managed to work them out, so let me explain them to you. Oh, go on, please...

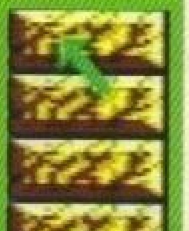
Damage – Wounds show up here.



Direction movers – just click and go.

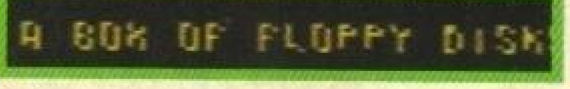


Spells/combat icons for when things get heated



Examine/Use options.

Main message/inventory window.



A BOX OF FLOPPY DISK

OOOPS.

In the preview of *Elvira II* (last issue) we mentioned that the game was subtitled *The Jaws of Cerberus*. Er, it isn't. *The Jaws of Cerberus* is a game by Accolade. We got confused. Sorry.

Game	*Elvira 2*
Publisher	*Flair*
Cassette	*not available*
Disk	*£24.99*
Release	*September*
Contact	*0661 860260*

POWER RATING

THE DOWNERS...

- That disk drive never stops.
- And cassette users miss out.

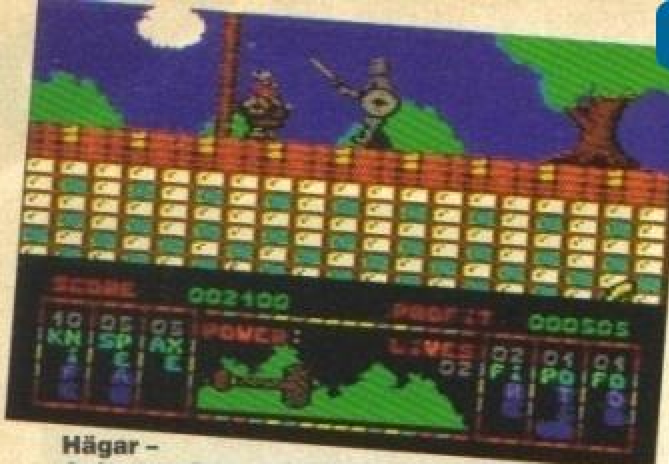
100

89%

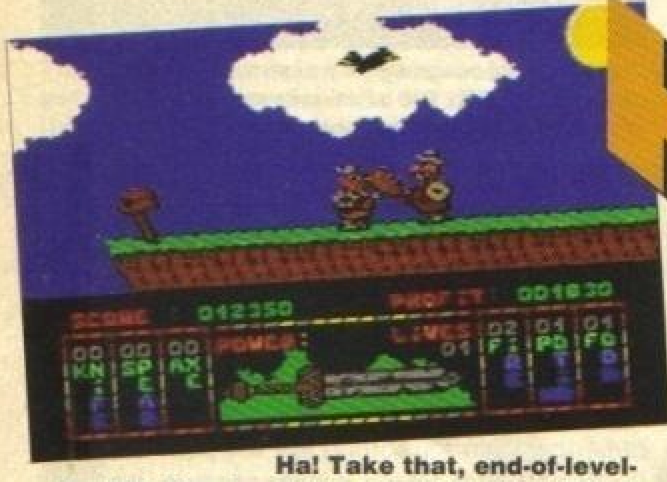
0

- **Absolutely stunning graphics. Probably the best ever seen on the 64.**
- **The game is twice as large as a really large thing (making it very big indeed).**
- **The puzzles and traps are brilliantly thought out.**
- **There are some superb animation sequences.**
- **You can go anywhere you want. There isn't a rigid game structure in the way.**
- **Using the joystick for everything is a great idea.**
- **It's easy to get the hang of.**
- **Excellent sound effects.**

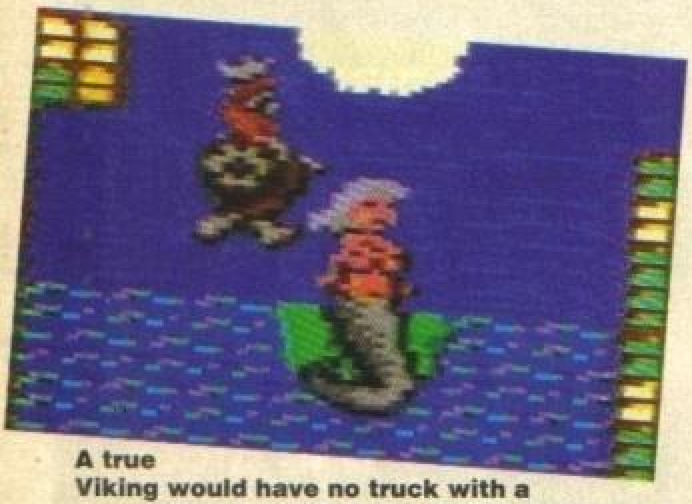
...AND THE UPPERS



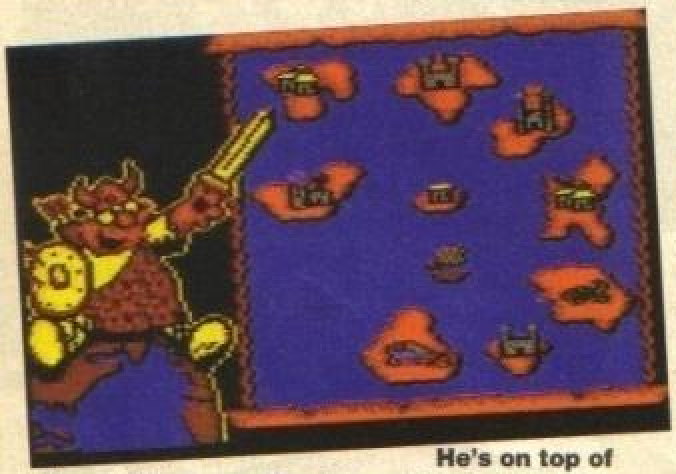
Hägar –
Quite horrible, quite large and quite often appearing in *The Sun*.



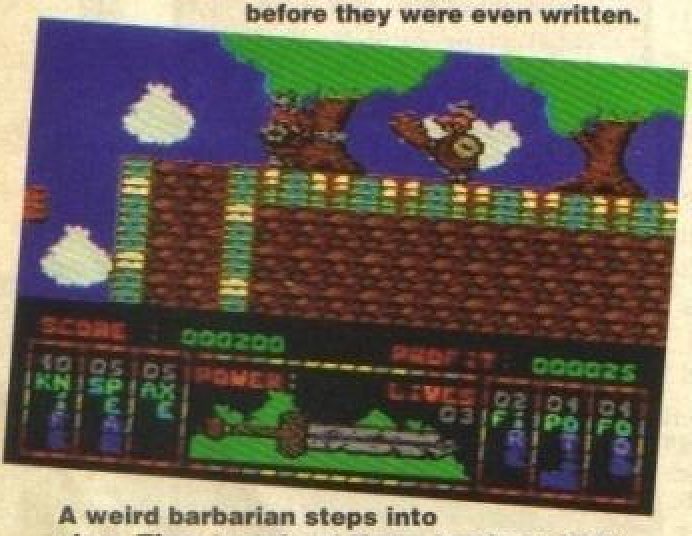
Ha! Take that, end-of-level-baddie! Yes, beat this weedy-looking fellow and you're well on the way to the next island and the next set of challenges.



A true Viking would have no truck with a mermaid, unless she was six feet tall and rather handy with a two-handed battle-axe (which this one clearly isn't).



He's on top of the world, so get him into action before he starts singing Carpenters songs centuries before they were even written.



A weird barbarian steps into view. Time to get out those trusty axelets and practise the long-range throwing skills.

When James was caught reading* The Sun *in the office he protested that he was just doing some research. Ollie got excited because he thought it would be for* Elvira II*, but in fact, the paper's Viking comic strip star,* Hägar the Horrible*, has now got his own, humungous platform game.

HÄGAR THE

For the millions of people who read (well perhaps not *read* exactly – it's usually more of a casual flick through) *The Sun* every day, that bearded cartoon Viking, Hägar will be a familiar character. Bet you never thought you'd see his jolly norse japes translated into a platform game, though – it's not something you tend to muse about stuck in a jam-packed rush-hour train or over the egg and marmite soldiers. But that very idle thought must have struck someone at Kingsoft as they bit into their bacon buttie, because the licence was snapped up and Hägar has become a the star of his very own pillaging platform extravaganza.

As you'd expect, there's a rather involved plot to get to grips with. It's funny, but whenever there's a licensed character in a game, there's always a really huge plot to try and get the most out of him or her.

But instead of boring you with hours of wibble about Hägar and the traumatic stress caused by his inter-personal relationships, it's just easier to say that Hägar has fallen out with his Missus, Helga. Apparently this is always happening in the cartoon strip (*are you trying to pretend you don't read... sorry, 'casually flick through',* The Sun, *James? – Ed*). What you have to do is get him back in favour. Being a Viking, it would make sense to threaten her with a large club. But no. Even amongst these barbarians that sort of behaviour isn't acceptable (unless, for some reason, it's directed towards people you aren't related to).

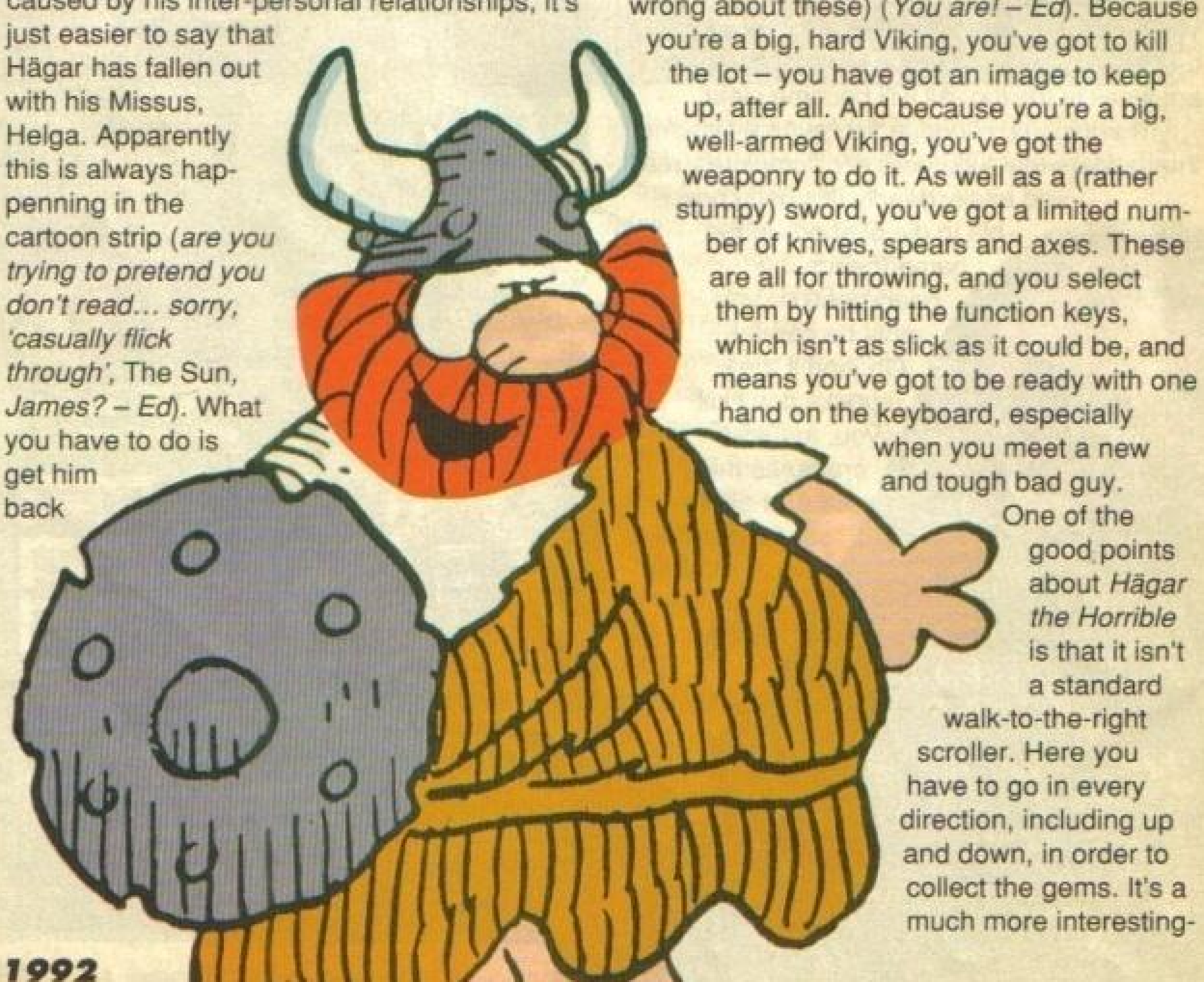
Meanwhile they'll be bashing you as hard as they can

Anyway, the first thing you'll notice is that before you get on with the game itself, you have to direct a little Viking longship to one of eight islands. Each island is a level, and each level has a code, so that once you've beaten one, you can write down the code of the next so that you don't have to replay all the levels you've already got licked the next time you play the game.

So let's have a quick peep at the game itself. Right. For each level, Helga gives you an assignment. You must collect a certain number of things from that level in order to please her. These objects include stuff like gems, hearts and diamonds (although I suppose those could be counted as gems).

But parading around each level are crows, knights, barbarians, people called Tom and those small mice from that weird advert for slimming aids (although I might be wrong about these) (*You are! – Ed*). Because you're a big, hard Viking, you've got to kill the lot – you have got an image to keep up, after all. And because you're a big, well-armed Viking, you've got the weaponry to do it. As well as a (rather stumpy) sword, you've got a limited number of knives, spears and axes. These are all for throwing, and you select them by hitting the function keys, which isn't as slick as it could be, and means you've got to be ready with one hand on the keyboard, especially when you meet a new and tough bad guy.

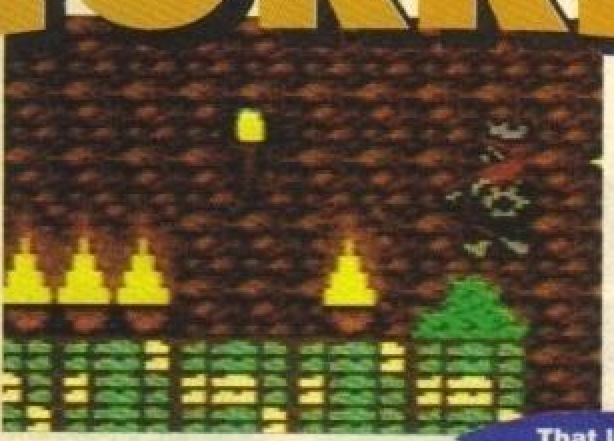
One of the good points about *Hägar the Horrible* is that it isn't a standard walk-to-the-right scroller. Here you have to go in every direction, including up and down, in order to collect the gems. It's a much more interesting-



HORRIBLE

way of doing things, and certainly keeps you wanting to explore further into the levels.

If you can find the key, you can enter shops and transporters. As well as picking up standard points for killing things, you collect profit points for doing stuff. These are what you spend in the shops on such essential items as extra knives, axes and spears as well as food and magic (both of which keep you alive longer and make you meaner).



Hard as you are, it would make sense to avoid those spiky things. Because they're made of metal, and are much harder than you'll ever be.

The transporters are doorways which you can walk into. You're instantly, and impressively, scrolled across to another transporter somewhere else on the level, where you emerge and continue with the game. They're useful indeed, especially because *Hägar* has got some very large levels to get lost in.

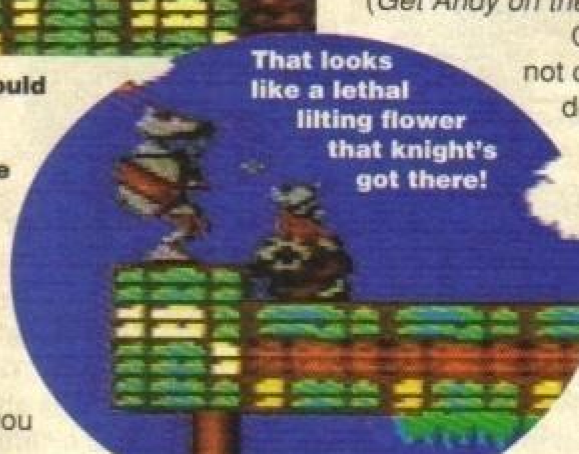
The main sprite (Hägar himself, obviously) is pretty large, as are many of the baddies he meets. Everything runs rather smoothly as well. The animation could possibly have been a little more realistic, and when Hägar jumps, he moves forwards for the first half, before plummeting vertically downwards. You get used to it, but it's annoying until you do.

Another thing that I find annoying is the way you have to kill the baddies. Firing axes, knives or spears at them from a distance is fine, but otherwise you've got to let your stand right next to them hacking away like mad with your sword. They don't show any ill-effects until they finally die, so you've got no idea how much damage they have taken. Meanwhile they'll be bashing you as hard as they can.

These moans aside, *Hägar* is an excellent game. It's got eight huge levels, all packed with rather weird surprises (German programmers, you see). There's a lot to do, and it's a game that's crying out for mapping (*Get Andy on the phone, now! – Ed*).

Corker material? Well not quite. The animation doesn't feel quite right, and the combat also has a strange sort of taste to it. But the game works much better than you first think, so it's not far off. And the size of the thing is a mega plus-point.

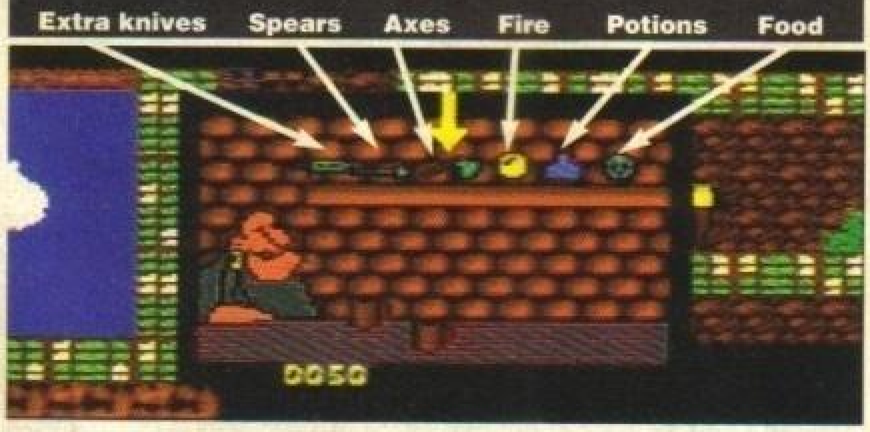
JAMES LEACH



That looks like a lethal lilting flower that knight's got there!

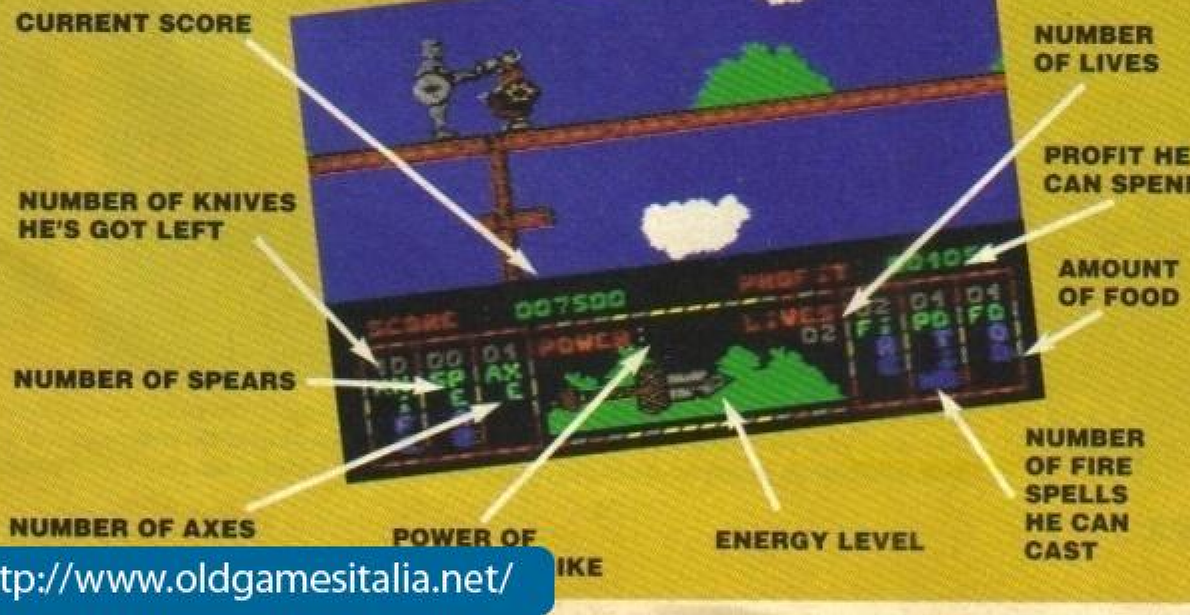
IN YE OLDE SHOPPE

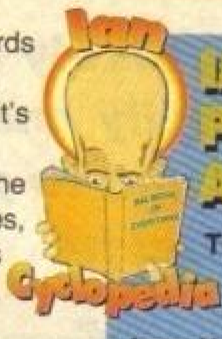
As well as phonecards and TV licence stamps the shops in *Hägar* are also handy for picking up such vital viking artefacts as:



LOOK, IT'S NOT *THAT* CONFUSING REALLY

These are the things you really need to know about Hägar and his progress through the eight levels.



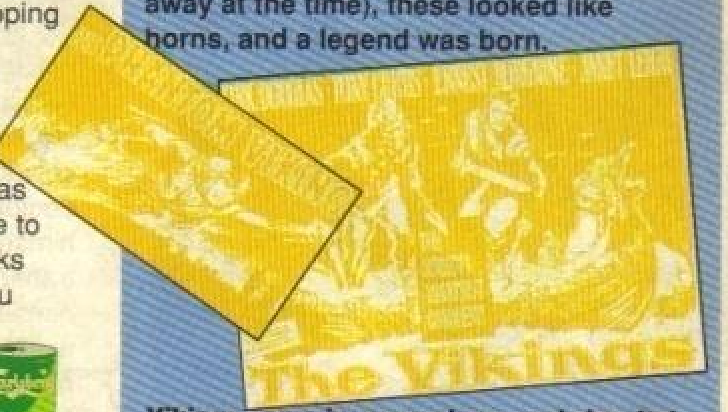


IAN CYCLOPEDIA PEEPS FEARFULLY AT VIKINGS

The Vikings were a violent race of loonies who lived between the 8th and 11th century. They came from Norway, Denmark and Sweden, and landed on the coast of Yorkshire. Then they wandered around, burning villages, nicking sheep and defacing road-signs.

Historians agree that the Vikings were probably the hardest race in history, beating the Samurai, the African Zulu nation and the Sioux Indians.

Interestingly, the Vikings never wore horns on their helmets. They used to have metal ear-protectors which folded up when not in use, enabling them to hear each other clearly. To the terrified Britons (who were probably running away at the time), these looked like horns, and a legend was born.



Vikings come in every shape and size, but all have one thing in common – smelly feet.

Game	***Hägar the Horrible***
Publisher	***Kingsoft***
Cassette	***£11.99***
Disk	***£15.99***
Release	***September***
Contact	***0753 686000***

POWER RATING

THE DOWNERS...

- The animation could do with being a little more convincing.
- So could the combat.

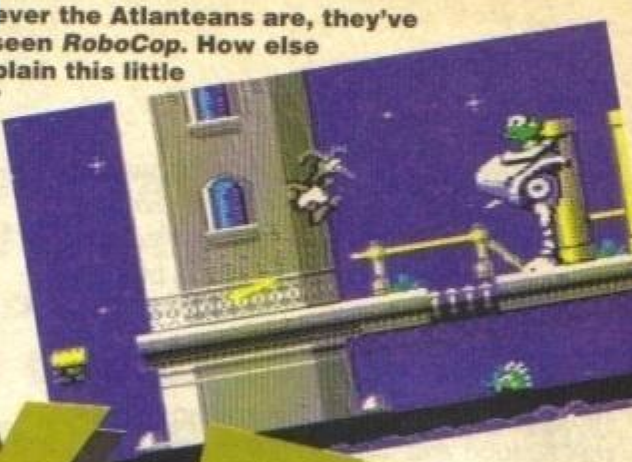
100

82%

0

- **Exactly the sort of sound effects you'd want in a cartoon-character game.**
- **Huge, huge, huge levels.**
- **And there are eight of them to get through.**
- **Tons of collectable goodies and plenty of other objects to grab as well.**
- **Loads of baddies to do battle with and a fair old variety of them, too.**
- **You get at least four weapons to use.**
- **The shops are a neat idea.**
- **So are the transporters.**

...AND THE UPPERS



ever the Atlanteans are, they've certainly seen *RoboCop*. How else do you explain this little invention?

The World's most unlikely superstar is here. He's squat, he's smelly and he hoovers up ants. So we asked him to play Nobby the Aardvark to see what he thought of it. And so it's over to James Leach...

NOBBY THE

The resemblance is so startling James is due to appear on *Search for a Star.*

That Trenton's got an evil sense of humour. Fancy comparing me to an aardvark. I'm nothing like an aardvark. If I'm like any animal I'd compare myself to something like a lion (*You mean you sleep 23 hours a day? Yes, I can go along with that – Ed*). Anyway, *Nobby the Aardvark* is a large platform game on the whole. It's a lot more than that, though. It also includes a puzzle game, an underwater dodging game and a sort of 'whizz-along-in-a-trolley' game.

The plot, for those who are dying to know, is very silly. Well what would you expect of a game called *Nobby the Aardvark*? But what seems to have happened is this: Nobby was noshing a few ants, when one, pleading for its worthless little life, blabbed to him about a mythical place called Antopia. (*NB: Let me just warn you that at this point that things get even sillier. Turn over the page now if you don't think you can handle it – Ed.*)

Nobby, sensing a place packed with billions of scrummy ants of every conceivable flavour, decides to build himself a 'matter transporter' to get himself there. (Well, wouldn't this be the first means of transport to cross your mind?) This, as I seem to say in every review, is where you come in. You've got to guide Nobby through the seven levels in order to collect various bits of his matter transporter. There's the thermo-nuclear flange coupling, the twin-phase particle accelerator, a crypto-bionic plasma decelerator and four HP7 batteries.

Level one has you in what Thalamus claim is America in 1951. What it looks like is a sort of prehistoric land with huge ants, fountains, massive birds and other creatures wandering around. It's nifty, it's colourful and it's a lot of fun to explore. There are loads of platforms to negotiate, heaps of baddies to kill or avoid and even the odd ant-hill to suck dry.

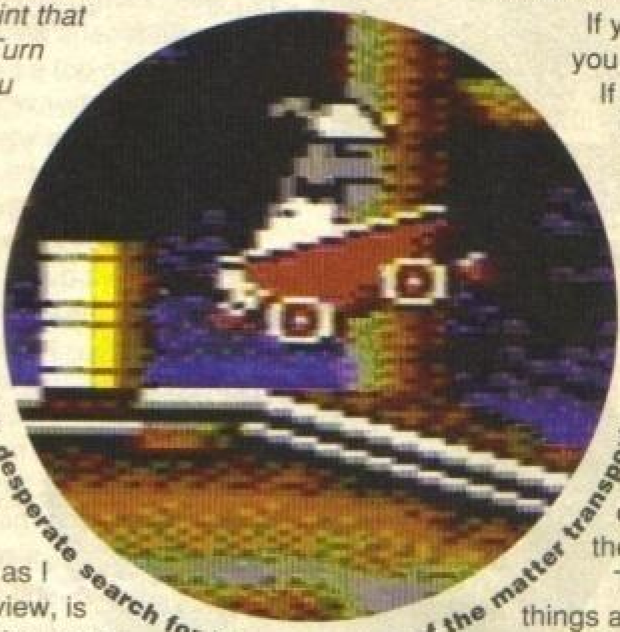
If you beat level one, you get to ride in a balloon. If you remember the playable demo on the cover of *CF*23, well this is it (only a heck of a lot bigger). You steer the little fellow around the skies, trying to get some missiles. Grab them, then head off on an exploration. It's a fun section and contrasts nicely with the first level.

That's one of the best things about Nobby. Each level is different both in looks and in playing style to the others. Level three, for example, has Nobby swimming in a frighteningly deep ocean. He must avoid all manner of piscean interference, whilst trying to find a sub and hoping to stop his air running out. It's almost like a different game.

Level four, and Nobby is in a little one-aardvark sub. He's off to explore Atlantis. On the way, he must chug past the Titanic, which is rather chucklesome. When he gets to Atlantis, Nobby discards the sub and continues on foot. Everywhere he goes, he's greeted by totally different graphics, so although he's platforming on foot again, it doesn't feel at all like the first level.

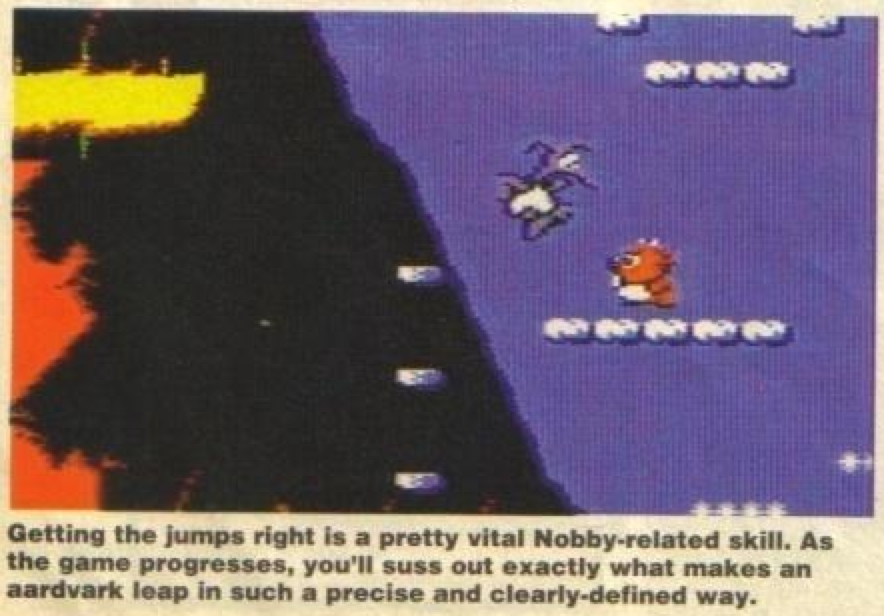
For some reason level five is set on a space station, possibly on Mars. Nobby is dressed correctly for this environment, with an oxygen-filled glass bowl for his head. Once

The graphics and the playability are both struggling to be the best thing about the game

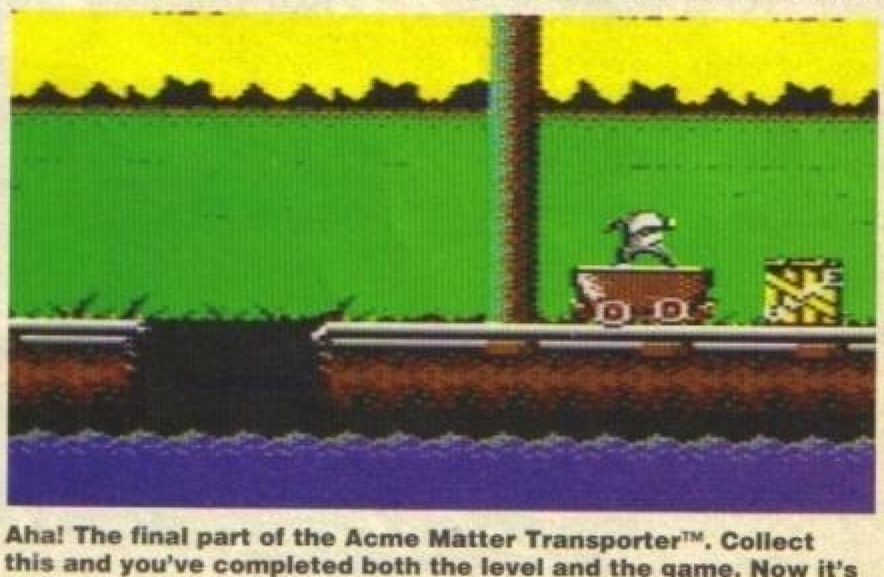


The desperate search for the final piece of the matter transporter.

It's capt off t



Getting the jumps right is a pretty vital Nobby-related skill. As the game progresses, you'll suss out exactly what makes an aardvark leap in such a precise and clearly-defined way.



Aha! The final part of the Acme Matter Transporter™. Collect this and you've completed both the level and the game. Now it's just one quick jaunt to Antopia and the feast of a lifetime.

Fearless No with an alie with fireball–

The trick is to recognise when Nobby is in trouble. He's in trouble here! Here! He's in very BIG trouble! Help him!!

IAN CYCLOPEDIA INVESTIGATES THE SIGNIFICANCE OF AARDVARKS IN 20TH CENTURY HISTORY

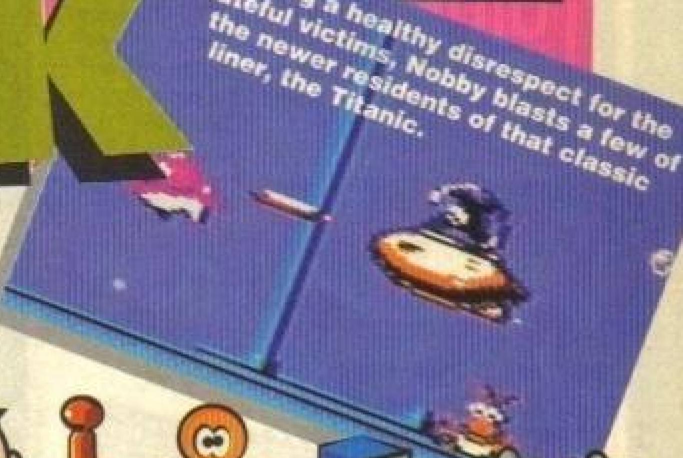
Interestingly, my research indicates that, contrary to popular legend, no aardvarks were present at the inauguration of John F. Kennedy in 1961. Coincidentally, there was a suspicious lack of aardvarks during the Second World War, the Korean War and, latterly, the Gulf Conflict.

There was talk of an aardvark aiding US-backed operations in the jungle during Vietnam. Pictorial evidence suggests that this indeed may well have been the case (see fig. 1 right).

Fig. 1 – GIs operating in Vietnam just wanted to go home. It wasn't the heat, the combat or the unfamiliar terrain. It was the sound of the aardvark singing in the shower every morning.

AARDVARK

It's a Corker!



Showing a healthy disrespect for the fateful victims, Nobby blasts a few of the newer residents of that classic liner, the Titanic.

again the graphics have changed completely so he has to be prepared to meet (and kill) the weirdest assortment of aliens.

Level six is set in the deep vastness of space, where nobody can eat ice cream. It's a puzzle section done like a maze, and you must rush around a load of squares, collecting bonus points. Again, you see, nothing like the other levels.

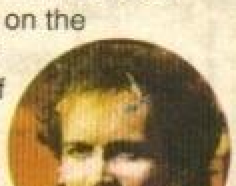
Level seven (the last one) has Nobby in a trolley rolling along the deserted tracks of an ore mine. He has to avoid all manner of nasties, kill anything he can't avoid and generally keep on the rails as he trundles towards the final bit of his matter transporter.

All the levels are brilliant. Each one is big enough to be a challenge on its own, and two would make an excellent, quality budget game. Here you've got seven to contend with.

The graphics and the playability are both struggling to be the best thing about *Nobby the Aardvark*. There are some luscious screens and the animation of all the creatures is superb to say the least. Once again, we're talking about serious cartoon-style quality. But that ol' playability is still there, giving you serious inner grief when you die and making sure there's that 'just-one-more-go' feeling.

So what I want to know is, why aren't there more games like this? Okay, so it's frustrating to the point of driving you round several dozen rather nasty hairpin bends, but it looks so good and plays so nicely, you can't hold this against it. Yes, without doubt *Nobby* is excellent. Er, polished is a good word for it too.

So the upshot is, buy it. You're guaranteed of a massive seven-leveller and the graphics are great. Nobby is seriously cute, and so are his chums (well, enemies, actually). There's only one cloud on the horizon; it's a multi-load. But bearing in mind the quality of the game in general, it's a pretty small pink fluffy cloud, and easy to live with.



JAMES LEACH

ty self-evident what's going on here, so this is pretty redundant, actually. I'm une my cactus.

explores Mars where he comes into contact e of anteaters capable of blowing his head off volution hasn't been so kind to Nobby.

Game	Nobby the Aardvark
Publisher	Thalamus
Cassette	£11.99
Disk	£15.99
Release	September
Contact	0734 817261

POWER RATING

THE DOWNERS...

- Fairly sizeable multi-load.

100

92%

- Completely brilliant cartoony graphics. The sort of thing 64 owners deserve.
- Incredibly playable. The collision detection and controllability are flawless.
- There is tons of variety. Each level has its own unique feel and style of play.
- And they're all of an exceptionally high quality.
- The sound is cheerful, cartoony and, dare I say it, atmospheric?
- Yes I dare say it. Atmospheric. There.
- Loads of baddies, loads of action and even a bit of puzzling, too.

...AND THE UPPERS

0

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NEXT MONTH

PAINT BY NUMBERS!

The number in question is 25, *CF*25 to be precise, and you'll be able to paint because we're slapping *Saracen Paint* on a second Powerpack! Released only seven months ago, *Saracen Paint* earned an "It's a Corker!" award in its *CF* review. The best art package that's available for the C64, *Saracen Paint* gives your computer real graphics power and you the tools to use it.

This isn't a demo or cut-down version, this is the whole program! So we'll be whacking another tape on the cover, because we'll still be bringing you the best demos and full games on our 'regular' Powerpack too!

The two tapes do push the price up a bit – *CF* will be £3.25 next month – but with two tapes and a complete paint package worth £13 I'm sure you'll agree, it has to the biggest and best thing that's happened for the C64 since datassettes were invented! See you on 17 September.

Ian
Cyclopedia

IAN CYCLOPEDIA WAXES LYRICAL ABOUT POETRY

Literary scholars agree that of all poets, Lord Byron was the hardest. Many also offer the theory that the, "mad, bad and dangerous to know" Lord's persona was the basis for the human half of the modern Dracula.

Curiously PB Shelley, who was Byron's best poet mate, featured in the Ken Russell movie *Gothic*. He was played by James' cousin Julian Sands! Yet in a 1970s TV movie about Shelley he was played by Robert 'Jesus of Nazareth' Powell who isn't related to any of the team.

Someone who claimed to have met Jesus – often – was William Blake, the best poet Britain has ever produced. Mad as a whippet, he wrote the classic *Tyger Tyger*. Oddly enough, tyger is actually spelt with an 'i'! Come on lads let's have a chorus of Jerusalem! "And did those feet..."

Prize

COMPO WINNERS

I'LL HAVE THAT BAG OF OLD TAT

The winner of a bag of old tat is Leanne Broxson of Stanley. She correctly guessed that *CF* now inhabits *Sega Power's* old office. Which surprised us as much as her because we thought we were heading for the second floor meeting room!

THANK WEDNESDAY IT'S ADDAMS

The winners of Ocean's spiffy, spooky and generally ooky Compo were: **Videos:** Ross Murdoch, Bowness ● Duncan Scott, Market Deeping ● Peter Simon Winstanley, Birkdale **Game Winners:** Roger martin, East Rayleigh ● Andrea Anscombe, Kingsthorpe ● Richard Beckett, Wigginton ● Ian Blackmore, Nottingham ● Dean Meadows, Leicester ● B Welch, Sherborne ● L Brooks, Lowestoft ● James Strobridge, Rochford, Essex ● Andrew Alexander, Leeds ● Karl Donaldson, Newbold.

ROGER'S BIRTHDAY HITS COMPO•

Believe it or not, it was Roger's birthday on July 6. And all those people who were smart enough to buy a *Commodore Format* Gamebusters Diary had the chance to win a year's supply of Hit Squad games if they sent him a card. The first one out of the sack was Jimi Toulson of Sheffield. 'Played sir!

ARGGGH! I KNEW THAT!

Still struggling with last month's literary posers? Then struggle no more – the authors who penned those books were: JD Salinger, Michael Herr, Kurt Vonnegut, Emily Brontë, William Gibson, Jonathan Swift and that old scallywag William Golding. This month our quezzies are all about actors and the characters they portrayed. So who played the Abominable Dr Phibes, Frank Drebin, Snake Pliskin, Beetlejuice, Paul Atredies and Boss Karl Grissom? Don't write in, this competition's just for fun.

CF25 – ACT THREE, SCENE ONE

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the October issue, on sale from Thursday 17th September 1992. Cheers me Ol' Plate!

MY NAME________________________

MY ADDRESS________________________

Reader 1: *CF*24 please!
Shopkeeper: Sorry, sold out!
Reader 2: My reserved *CF*24!
Shop: Here you are sir.
R2: Why thank you.
Shop: Just think if you hadn't filled out that coupon (left) and handed it to me last month I would not have saved you a copy. Or called you sir!
R2: I'll reserve *CF*25 as well then, please.
Shop: Wise move, Miss Prue.

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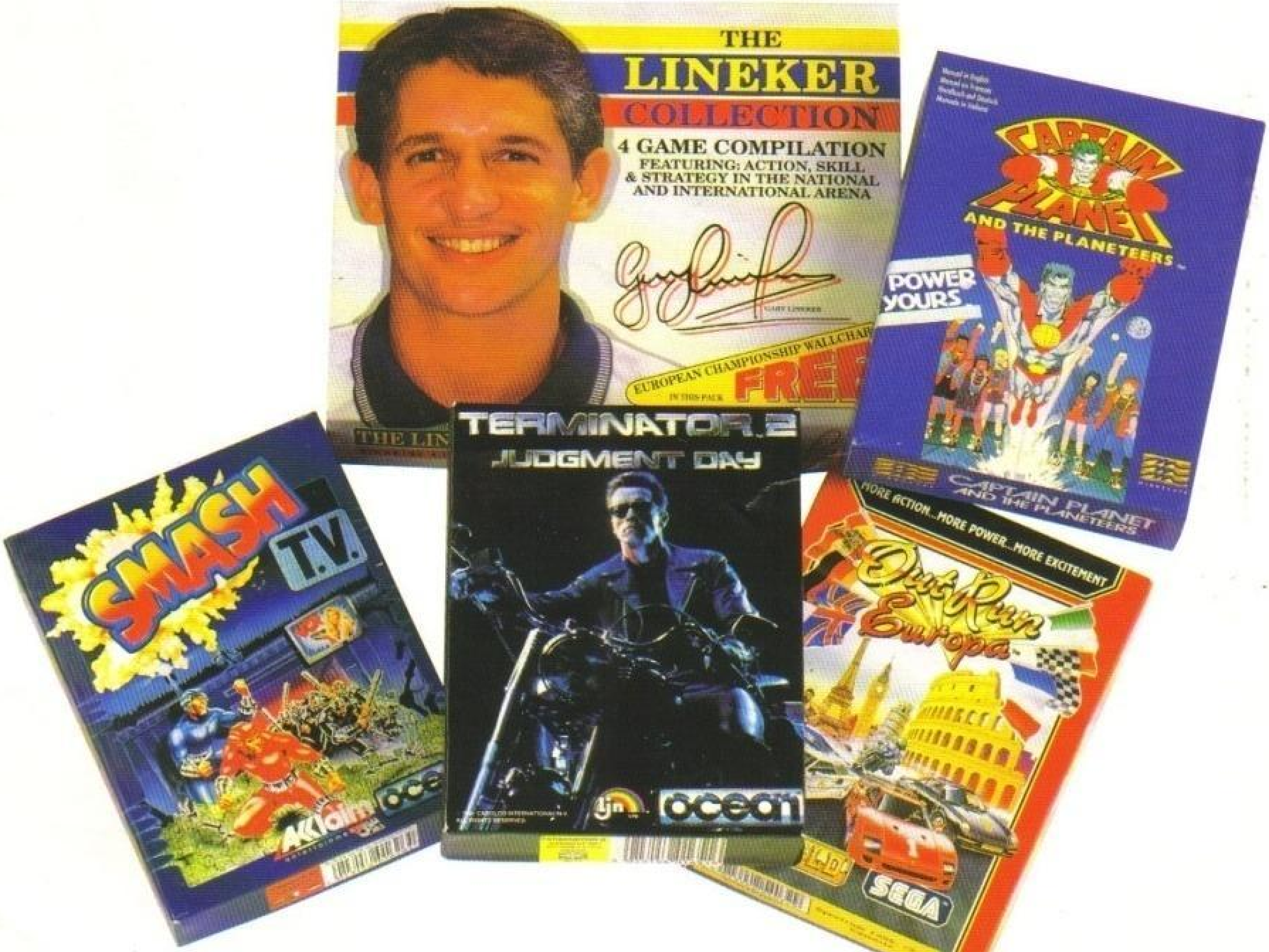
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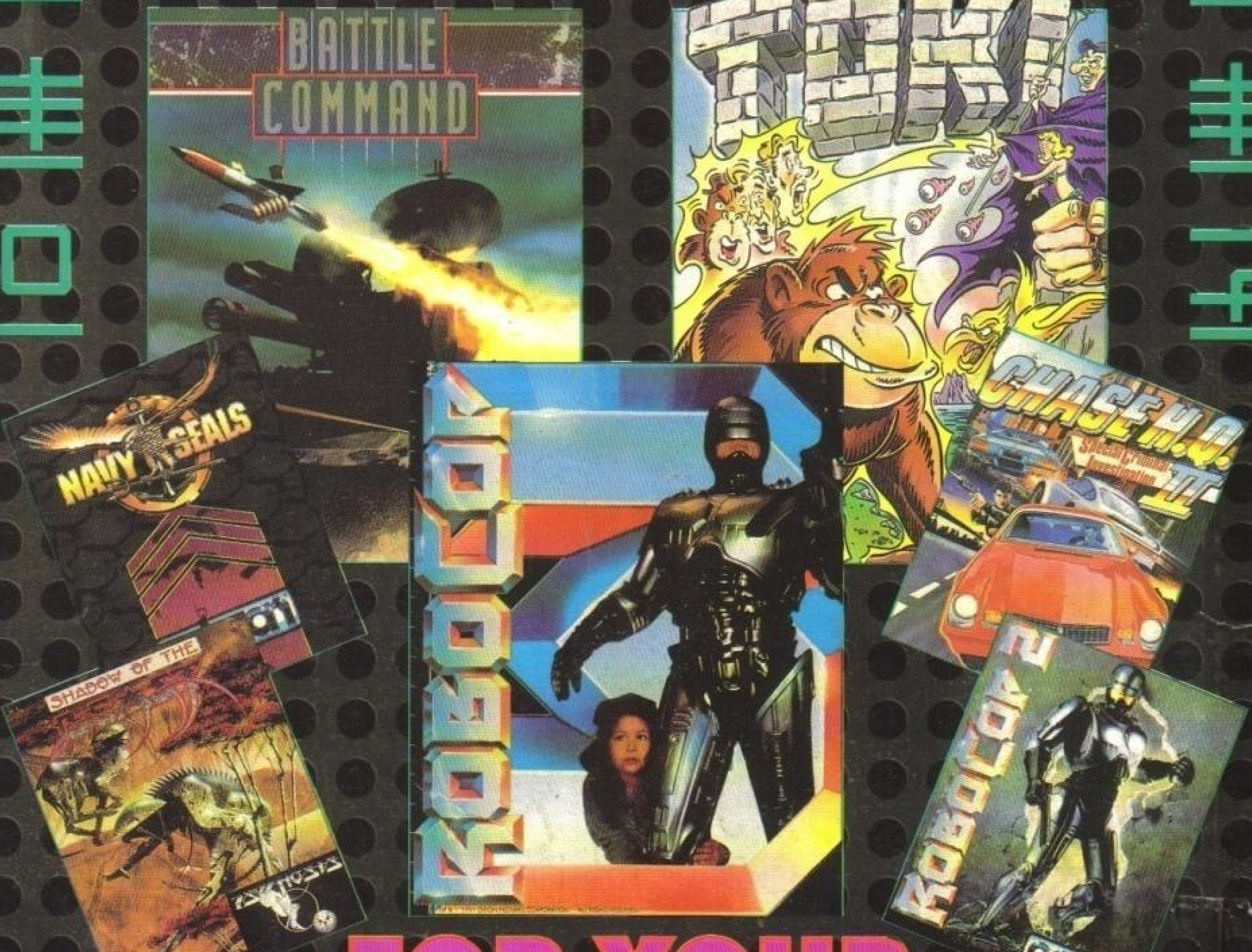
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